



**Washington State Gambling Commission
Study Session Agenda
Charitable Nonprofit Operators
July 13, 2006
9:30 – 10:00 a.m.**

- Rules Simplification Project (RSP):
 - RSP Progress Report
 - Chapter 18 – Promotional Contest of Chance

- New Rule Proposals:
 - WAC 230-25-040, 25-045, 25-050, and 25-325 Poker Tournaments at FRE's
 - WAC 230-40-855 Tips

- Quarterly Activity Report – 1st Quarter (Cash Flow)

- Consistency Questions (for next meeting)

- Commission Meeting Agenda

- Open Discussion

**The next Study Session will be held on August 10, 2006
At the Red Lion Hotel in Wenatchee**



**Washington State Gambling Commission
Study Session Agenda
Commercial Operators
July 13, 2006
10:00 a.m. – Noon**

- Responses to Questions From Previous Study Session
- Rules Simplification
 - RSP Progress Report
 - Chapter 18 – Promotional Contest of Chance
 - Chapter 15 – General Card Room Rules (First Half of the Chapter Only)
- New Rule Proposals
 - WAC 230-25-040, 25-045, 25-050, and 25-325 Poker Tournaments at FRE's
 - WAC 230-40-855 Acceptance of tips from patrons for house-banked activities
- Underage Gambling – Explore Possible Training Program and Fines
- Consistency Questions (for next meeting)
- Commission Meeting Agenda
- Open Discussion

**The next Study Session will be held on August 10, 2006
At the Red Lion Hotel in Wenatchee**

Additional Rules for Charitable and Nonprofit Card Rooms

Additional Rules for Charitable and Nonprofit Card Rooms	2
230-15-094 Posting rules for unlicensed card and dice games.....	2
230-15-095 Allowing guests to play social card games.	2
230-15-100 Fees for decks of cards.	3
230-15-101 Fees for cutting cards in player-dealt games.	4
230-15-103 Rotating the deal.....	4

Additional Rules for Charitable and Nonprofit Card Rooms

230-15-094 Posting rules for unlicensed card and dice games

Charitable and nonprofit organizations licensed to provide liquor to their members must post house rules for social card and dice games. At a minimum, the house rules must include:

- a) General rules of play; and
- b) Hours of play; and
- c) All fees; and
- d) Portions of the premises to be used for the games; and
- e) The restriction that only their full and regular members may play in the games.

[Statutory Authority: RCW 9.46.0351. RCW 9.46.070.]

WAC 230-40-500 Unlicensed charitable and nonprofit card games -- Authority -- House rules to be developed and posted.

Such organizations shall develop, adopt and post rules of conduct for members participating in the activities. At a minimum, these house rules shall include:

- (1) General rules of play;
- (2) Which portions of premises will be used for card games;
- (3) Hours of play allowed; and
- (4) The organization's restriction that only members are authorized to participate in card games.

[Statutory Authority: RCW 9.46.070. 01-13-091 (Order 403), § 230-40-500, filed 6/19/01, effective 7/20/01; Order 78, § 230-40-500, filed 11/17/77.]

Rule summary forthcoming

230-15-095 Allowing guests to play social card games.

(1) If a charitable or nonprofit organization has a social card game license, the organization may permit guests accompanied by full and regular members to play, as long as the guests are only twenty-five percent or fewer of the persons playing at any one time.

(2) Persons holding valid "guest" cards, as defined by the Washington state liquor control board regulations, may play cards without being accompanied by a full and regular member.

[Statutory Authority: RCW 9.46.0311; RCW 9.46.070.]

WAC 230-40-331 Bona fide nonprofit or charitable organizations -- Members only to play social card and dice games -- Exception.

No bona fide charitable or nonprofit organization shall permit any person other than its members and members of a chapter or unit organized under the same state, regional, or national charter or constitution to play social card games or social dice games on its premises: Provided, That such organizations, when

licensed to allow a social card room on its premises may permit no more than twenty-five percent of the persons playing in the licensed card room at any one time to be guests of members. [Statutory Authority: RCW 9.46.070 (5), (7), (8), (9), (11), (14) and (19).]

In statute 9.46.0351.

WAC 230-40-500 Unlicensed charitable and nonprofit card games -- Authority -- House rules to be developed and posted.

Bona fide charitable or nonprofit organizations licensed to provide liquor to their members under RCW 66.24.400 shall allow only members to use its premises, furnishings and other facilities to participate in unlicensed social card games and social dice games, as authorized by RCW 9.46.0351.

Combined with 15-095

WAC 230-02-430 Guest.

The term guest shall include only those persons not a member of a bona fide charitable or nonprofit organization, who are allowed to use the facilities of the organization to play card games, only when accompanied by the regular member of the organization sponsoring the guest and for a fee not to exceed the maximum fee for the playing of cards as set by the commission: Provided, That persons holding a valid "guest" card in accordance with Washington state liquor control board regulation 106 (WAC 314-04-040), need not be accompanied by a member.

If a person is charged, directly or indirectly, more than the maximum fee set by the commission to enter the facility and play cards, he is not a guest for the purpose of these rules.

[Order 23, § 230-02-430, filed 9/23/74.]

230-15-100 Fees for decks of cards.

- (1) Licensees may charge a fee to a player asking for a new deck of cards.
- (2) In addition, Class D licensees may charge a fee for every deck supplied to a table.
- (3) The fee must not be greater than the licensee's actual cost for the deck.
- (4) At the time licensees introduce new decks, they must collect the fee in cash directly from the player requesting the deck or the players of the game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees.

New decks of cards - fees.

- (6) A person requesting a new deck of cards beyond those regularly furnished by the licensee may be charged a fee not to exceed the actual cost to the licensee for the deck. Class D licensees may charge a fee not to exceed actual cost to the

licensee per deck for each deck of playing cards furnished to a table as required by these rules, or as requested by any player at the table. The fee shall be collected in cash directly from the players, or the player requesting the deck, at the time the deck is introduced into the game;

230-15-101 Fees for cutting cards in player-dealt games.

In player-dealt games:

(1) After the shuffle the dealer must offer the cards for a cut. After this initial offer of a cut, the dealer may require that players pay a maximum of one dollar for cutting the cards.

(2) Dealers must:

- (a) Not cut the cards more than twice during each hand or game; and
- (b) Place all the fees for cutting the cards into the pot for that hand or game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-063 Charge for cutting cards.

After the shuffle, the dealer will offer the cards for a cut. Following this initial offer of a cut, the licensee may require that a player pay not more than one dollar for the privilege of cutting the cards, provided that the cards may not be cut more than twice during each hand or game and that any and all such fees be placed into the pot for that hand or game.

[Statutory Authority: RCW 9.46.070 (8) and (11).]

Put into house rules

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees.**Fee schedule.**

(5) A schedule setting forth all fees to participate in card games shall be posted in plain view where it can be seen by the players in the card games;

230-15-103 Rotating the deal.

(1) If the licensee does not provide a dealer, the deal must pass from player to player.

(2) A player may not deal another game until all of the players at the table have had their turn to deal, though players may voluntarily waive their right to deal any particular game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-200 Players to compete on equal terms -- Deal to rotate among players.

The deal in any series of nonhouse-banked card games shall be passed from player to player, unless the table incorporates a house dealer as per house rule.

No player who deals a game shall deal another game until each other player at the table has dealt a game in his turn: Provided, That any player may voluntarily waive his right to deal any particular game.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-200, filed 4/14/00, effective 5/15/00. Statutory Authority: RCW 9.46.070 (1)-(4), (7), (8), (11), (12), (14), (20) and 9.46.110 (3), (4). 95-23-109, § 230-40-200, filed 11/22/95, effective 1/1/96. Order 40, § 230-40-200, filed 6/26/75; Order 23, § 230-40-200, filed 9/23/74.]

~~230-18-001 Clarifying RCW with this chapter.~~

~~We intend this chapter to clarify RCW 9.46.0356 and ensure uniformity and fairness to all sponsors of promotional contests of chance (PCOCs). In this chapter, we notify all sponsors and their affiliates which types of PCOCs are legal and not legal in the state of Washington.~~

~~[Statutory Authority: RCW 9.46.070 (11), (14) and (20).]~~

WAC 230-46-010 Purpose.

The Washington state gambling commission deems it to be in the public interest to interpret RCW 9.46.0356 to insure uniformity and fairness to all sponsors of promotional contests of chance. The purpose of these regulations is to notify all sponsors and their affiliates as to what types of promotional contests of chance are legal and not legal in the state of Washington.

[Statutory Authority: RCW 9.46.070. 00-21-068 (Order 391), § 230-46-010, filed 10/16/00, effective 11/16/00; 95-12-051, § 230-46-010, filed 6/2/95, effective 7/3/95. Statutory Authority: RCW 9.46.030(10) and 9.46.070 (14) and (20). 86-08-007 (Order 156), § 230-46-010, filed 3/20/86. Statutory Authority: RCW 9.46.070 (3), (8) and (11). 85-09-040 (Order 149), § 230-46-010, filed 4/15/85.]

230-18-005 Telephone fees deemed "consideration."

Participants may be required to place a telephone call to enter a promotional contest of chance, but additional fees such as those for a 1-900 number are "consideration" and are not authorized.

[Statutory Authority: RCW 9.46.0356 and RCW 9.46.070 (14) and (20).]

WAC 230-46-025 Telephone charges — Valuable consideration.

Any participant required to place a telephone call as a means of entry for a promotional contest of chance, shall not be required to pay any additional charges over and above the actual cost for placing such a call as established by a registered telephone company. Any charges over and above the actual cost of placing the telephone call, such as those associated with a 1-900 number whereby an additional service fee or other charges may be levied, shall be deemed a valuable consideration and beyond the allowable methods of entry authorized by RCW 9.46.0356.

[Statutory Authority: RCW 9.46.070. 00-21-068 (Order 391), § 230-46-025, filed 10/16/00, effective 11/16/00. Statutory Authority: RCW 9.46.0355 and [9.46.]070(14). 90-13-022, § 230-46-025, filed 6/11/90, effective 7/31/90.]

230-18-010 Promotional contests of chance similar to bingo.

A business may offer a promotional contest of chance (PCOC) that is similar to bingo, commonly referred to as "no fee bingo."

(1) A business must not:

- (a) Charge participants a direct or indirect fee to participate in the PCOC. Indirect fees include, but are not limited to, cover charges; and
- (b) Operate the PCOC for no more than a total of three hours per day, twice per week. Participants must receive a bingo card immediately before the start of each game.

(2) A business must:

- (a) Award only merchandise items, such as food, nonalcoholic beverages, hats, shirts, or other promotional items valued at less than twenty-five dollars each. The business must:
 - (i). Not substitute cash prizes for merchandise prizes; and
 - (ii). Not award prizes worth more than one hundred dollars per week or five thousand dollars per year; and
 - (iii). Record the names of winners and prize(s) won for each game; and
- (b) Use recreational bingo cards that are not used in authorized bingo games.

[Statutory Authority: RCW 9.46.0356. RCW 9.46.070 (14) and (20).]

WAC 230-46-045 Promotional contests of chance similar to bingo — "No fee bingo."

Promotional contests of chance, which are similar to bingo and are commonly referred to as "no fee bingo," may be conducted in limited circumstances if all of the following conditions are met:

Entry fees not allowed.

(1) Participants may not be charged a direct or indirect fee to participate in the game. Indirect fees include, but are not limited to, cover charges and other similar fees;

Limit on value of prizes.

(2) Prizes may only involve merchandise items such as food, nonalcoholic beverages, hats, shirts, or other promotional items valued at less than twenty-five dollars each. No cash prizes may be substituted for merchandise prizes. Prizes cannot exceed one hundred dollars per week, or five thousand dollars per year. Operators shall record the names of winners and prize(s) won for each game;

Bingo cards.

(3) Bingo cards used must be of the type set aside for recreational or noncommercial uses as described in WAC 230-20-192 (6)(a)(iii); and

Contest time limit.

(4) The contest shall not be conducted for more than a total of three hours per day, twice per week. Participants shall receive a bingo card immediately prior to the start of each game.

[Statutory Authority: RCW 9.46.070. 00-01-003 (Order 378), § 230-46-045, filed 12/1/99, effective 1/1/00.]

230-18-015 Promotional game cards used in promotional contests of chance.

(1) A business may use promotional game cards similar to pull-tabs as part of a promotional contest of chance (PCOC) if the game cards:

- (a) Are readily distinguishable from other pull-tabs sold in the state of Washington; and
- (b) Are designed and manufactured for a specific PCOC; and
- (c) Clearly display the name of the sponsoring business or the promoted product(s); and
- (d) Have no price per play on the card; and
- (e) Have the official rules of play, including "no purchase necessary," printed on the back.

(2) We may seize PCOC game cards that violate these restrictions.

[Statutory Authority: RCW 9.46.231. RCW 9.46.0356. RCW 9.46.070 (14), and (20).]

WAC 230-46-070 Punch boards/pull-tabs and pull-tab dispensing devices not to be used in promotional contests — Exception.

(1) Punch boards/pull-tabs and pull-tab dispensing devices may not be used as a part of any promotional contest of chance as authorized in RCW 9.46.0356. This prohibition shall not apply to promotional game cards which could otherwise qualify as pull-tabs when such game cards meet the following standards. The promotional game cards:

- (a) Are readily distinguishable from any specific pull-tab series or pull-tab type used within the state of Washington;
- (b) Are designed and manufactured for a specific and unique promotional contest of chance;
- (c) Clearly display the name of the sponsoring business or the name of the product(s) being promoted;
- (d) Do not or have never contained a price per play on the card; and
- (e) Each have the official rules of play including the language "no purchase necessary" printed on the back.

(2) Promotional game cards, punch boards/pull-tabs or pull-tab dispensing devices found to be in violation of this prohibition shall be subject to immediate seizure pursuant to RCW 9.46.230.

[Statutory Authority: RCW 9.46.070. 00-21-068 (Order 391), § 230-46-070, filed 10/16/00, effective 11/16/00; 92-22-058, § 230-46-070, filed 10/29/92 effective 11/29/92. Statutory Authority: RCW 9.46.070 (11) and (14). 88-17-050 (Order 182), § 230-46-070, filed 8/16/88.]

Moved to Card Room Rules Ch 15

WAC 230-46-100 Bona fide charitable nonprofit organizations — Limited social card games without obtaining a license — Conditions.

Bona fide charitable or nonprofit organizations may, as defined by RCW 9.46.0209, allow limited social card games to be played upon their premises without obtaining a license under the conditions set out below:

(1) Only bona fide members of the organization and members of a chapter or unit organized under the same state, regional, or national chapter who are players, as defined by RCW 9.46.0265, are allowed to participate;

(2) No person is, directly or indirectly, charged a fee to participate;

(3) Only bona fide members of the organization and members of a chapter or unit organized under the same state, regional, or national charter, who are not compensated for such services, are permitted to perform any work or service in support of such card games;

(4) The types of card games played are limited to the following: Provided, That a charitable or nonprofit organization may petition the director for approval of additional games on a case-by-case basis, which would be effective for no longer than six months or until approved by the commission whichever occurs first:

- (a) Hearts;
- (b) Rummy;
- (c) Pitch;
- (d) Pinochle;
- (e) Cribbage;
- (f) Bridge;
- (g) Bid Whist; and
- (h) Dominos; and

(5) All restrictions regarding the granting of credit, method and amount of wagers, and rules of play set out in this title and chapter 9.46 RCW are followed.

[Statutory Authority: RCW 9.46.0281, 9.46.070 (1), (2), (14) and (20). 96-11-073, § 230-46-100, filed 5/13/96, effective 7/1/96. Statutory Authority: RCW 9.46.070. 94-23-007, § 230-46-100, filed 11/3/94, effective 1/1/95.]

Amendatory Section:

**WAC 230-25-040 Fund-raising event -- House rules to be developed and posted --
Limitations on wagers.**

(1) Before conducting a fund-raising event (FRE), each licensee shall develop house rules to govern the scope and manner of all gambling activities to be conducted during the FRE. At a minimum, these rules shall:

(a) State the maximum amount of a single wager that may be placed by FRE participants. Wagering limits are as follows:

(i) Single wagers shall not exceed ten dollars;

(ii) Raffles or other similar drawings may exceed the ten dollar wagering limit, but may not exceed the limitations set forth in RCW 9.46.0277; and

(iii) There are no limits on wagers made using scrip.

(iv) There are no limits on the number of poker tournament chips that may be wagered.

(b) Prohibit any thing of value from being given to any person involved in the management or operation of the FRE; and

(c) Prohibit any person involved in the management or operation of the FRE from accepting any thing of value.

Posting house rules.

(2) A copy of the rules shall be conspicuously posted in the area where the FRE is being conducted at all times during the FRE. A copy must be available, upon request, to any law enforcement officer or representative of the commission, or member of the general public

NEW SECTION

WAC 230-25-045 Poker tournaments at fund-raising events and limited fund-raising events.

Poker tournaments are authorized at fund-raising events (FREs) and limited FREs under FRE rules with the following additional requirements.

Net Receipts Limitation

(1) All money paid to enter a tournament or purchase chips or script to enter a tournament is considered to be a wager for the purpose of determining the \$10,000 net receipts limits.

Prizes.

(2) Chips used in card tournaments do not have a monetary value and may only be redeemed for prizes.

Posting of rules.

(3) The licensee must adopt poker tournament rules and conspicuously post the rules at the tournament location.

Prize records.

(4) The licensee must maintain a record of all prizes awarded to include the amount the licensed operator actually paid for each prize and the name and complete address of each winning participant. If prizes are donated, the licensee must maintain a record that includes the name of the donor and a description of the prizes donated.

Amendatory Section:

WAC 230-25-050 Wagering among participants not permitted.

No licensees ~~((to conduct))~~ conducting a fund-raising event shall not permit, as a part of that fund-raising event, a gambling activity which involves a wagering of money or other items of value by one participant against another participant. This rule ~~shall not be construed to~~ does not prohibit gambling activities wholly administered by the licensee wherein the licensee collects wagers from among the participants and determines the winners and amounts of prizes on a pari-mutuel basis or poker tournaments as authorized under WAC 230-25-045.

Amendatory Section:

WAC 230-25-325 Limited fund-raising event -- Procedures and restrictions.

Pursuant to RCW 9.46.0233(2), nonprofit or charitable organizations may offer *limited* fund-raising events (FREs). Organizations offering *limited* FREs must operate the FRE under the following operational procedures:

Operating procedures.

- (1) Only members of the organization and their guests shall participate in the event. The event shall not be open to the general public.
- (2) Participants shall purchase scrip with cash.
- (3) Scrip shall be exchanged at gambling stations for chips.
- (4) Only bona fide members will be utilized for all transactions involving acceptance of cash for scrip, conducting the schemes to determine the winners of merchandise prizes, and maintaining records during the event.
- (5) The value of all purchased prizes must not exceed ten percent of the gross revenue from the event, less the cost of the FRE equipment rental contract.
- (6) Any prizes purchased from the FRE equipment distributor must be disclosed. The cost may not exceed the fair market value. Prizes may be disclosed to the public at the retail value.
- (7) Poker tournaments may be operated at limited fund-raising events. Tournament rules must be established and posted.

FRE equipment distributors.

Limitations.

- (7) The nonprofit organization may only contract with a person or organization licensed as a FRE equipment distributor to provide the equipment and staff to operate the gaming stations.
- (8) Under no circumstances shall employees of the FRE equipment distributor handle cash transactions or allow participants to purchase chips with cash.

Compensation.

- (9) The fee paid to the FRE equipment distributor shall be in compliance with WAC 230-25-120. The FRE equipment distributor shall not share in any way in the proceeds of the event except as set forth in the rule.

Information to be submitted with FRE application.

- (10) The application must include details relating to the initial cost to participate, and method for purchasing additional scrip, as well as identify all costs included in the initial price to enter that are not related to the gambling activity (i.e., meals, drinks, etc.). The

application must also identify the scheme that will be followed to distribute the merchandise prizes to participants at the end of the event (i.e., raffle, auction, etc.).

(11) All contracts signed by the FRE licensee with the FRE equipment distributor and premises provider must be submitted with the FRE license application.

Fees.

(12) The licensing fee for a *limited* FRE shall be as set forth in WAC 230-04-202(4).

[Statutory Authority: RCW 9.46.070. 00-15-048 (Order 387), § 230-25-325, filed 7/17/00, effective 8/17/00.]

Amendatory Section:

WAC 230-40-855 Acceptance of tips from patrons for house-banked activities.

Licensees may allow selected employees to accept tips from patrons. If allowed, tips shall be controlled in a manner to ensure they are only received by authorized persons, properly accounted for, and maintained separate from all other gaming funds. The following restrictions and procedures apply:

(1) No employee directly concerned with management, supervision, accounting, security, or surveillance shall solicit, accept or otherwise share any tip originating from any player or patron: Provided, That cage cashiers shall be allowed to accept tips.

(2) Each licensee shall establish procedures necessary to ensure that the acceptance of tips by dealers is observed by the floor supervisor and surveillance. Procedures shall include an overt display of tips received, such as tapping the table with the tip prior to placing it in the tip container.

(3) All tips must be dropped into a locked tip container which prevents the removal of chips except by unlocking. Tip containers must remain under camera coverage of the closed circuit television system at all times.

(4) ~~(3)~~ Tips to the cashier shall be deposited directly into the tip container by the patron. Cashier tip containers shall be located outside the cage enclosure.

(5) ~~(4)~~ Tips received shall be retained by employees or pooled among employees in such manner as determined by the licensee as approved in the internal controls.

(6) ~~(5)~~ Licensees shall establish and implement procedures for the proper accounting of tips received by authorized card room employees. The procedures shall be fully documented in the licensee's internal controls and shall describe in detail any methods used to allocate tips. ((Accounting and recording of tip income shall be in sufficient detail to meet federal income tax requirements.))

(7) Procedures for employees who retain their own tips must include at least the following:

(a) All tips received by licensed card room employees must be redeemed under surveillance at the cashier's cage during the shift in which they were received; and

(b) The cage cashiers must count the tips collected and record at least the following information:

(i) Name, position and employee number of person that received tips; and

(ii) Amount of tips redeemed; and

(iii) Time and date tips were redeemed at cashier's cage; and

(iv) Signature of person that received the tips; and

(v) Signature of person counting and recording tip; and

(c) Tips received by a cage cashier must be counted and verified by the shift/floor supervisor and include the information listed in subsection (b) above.

(8) Procedures for employees that pool tips must include at least the following:

- (a) All pooled tips must be redeemed under surveillance at the cashier's cage, count room or a gaming table; and
- (b) Time and date tips were counted; and
- (c) Amount of tips counted; and
- (d) Name, employee number, and signature of at least two licensed card room employees counting the tips; and
- (e) The name, employee number and amount of tips allocated to each employee receiving the tips.

[Statutory Authority: RCW [9.46.070](#). 00-09-052 (Order 383), § 230-40-855, filed 4/14/00, effective 5/15/00.]

General Card Room Rules

Operating a Card Room	3
230-15-001 "Public card room" defined.	3
230-15-002 Requirements for public card rooms.	3
230-15-003 "Social card games" defined.	3
230-15-004 "Charitable and nonprofit social card room" defined.....	4
230-15-005 Approving area of premises for social card games.	5
230-15-006 Hours of play.....	5
230-15-007 Games approved for play in nonhouse-banked social card games.....	6
230-15-008 Requirements for approved social card games.....	7
230-15-010 Approving or changing card games.	9
230-15-011 Withdrawing approval of social card games.	10
230-15-012 Limit on number of players at each table.....	10
230-15-013 Posting rules for play.....	11
230-15-014 Enforcement of rules of play.....	12
230-15-015 Fee restrictions for nonhouse-banked card games.	13
230-15-015a Charging and collecting fees for nonhouse-banked card games.	14
230-15-015b Drop boxes for collecting of fees.	16
230-15-016 Providing cards and chips in card rooms	19
230-15-017 Standards for chips.	19
230-15-018 Standards for cards.	20
230-15-019 Wagering limits and betting rounds for nonhouse-banked card games.	21
230-15-020 Wagering limits for house-banked card games.	22
230-15-021 Making wagers with chips and coins.	22
230-15-022 Selling and redeeming chips.	23
230-15-023 Keeping records of returned checks.	23
230-15-024 Providing dealers.....	24
230-15-025 Photos of card room employees required.....	25
230-15-026 Playing for or assisting others prohibited.....	25
230-15-027 Preventing cheating in card games.....	26
230-15-028 Reporting card room employees no longer working.....	27
General Records and Recordkeeping for Card Rooms	28
230-15-029 Preparing card room records.	28
230-15-030 Keeping and making daily records available.	29
230-15-031 Reporting card room activity semiannually.	30
Card Tournaments	33
230-15-032 Card tournament licenses.	33
230-15-033 Entry fees and buy-ins for card tournaments.	33
230-15-034 Getting card tournaments approved.	34
230-15-035 Restricting length of card tournaments.	34
230-15-036 Posting tournament rules and prizes.....	35
230-15-037 Offering discounted tournament fees as customer appreciation.	35
230-15-038 Exclusive tournament entry as customer appreciation.....	36
230-15-039 Value of tournament chips.	36

230-15-040 Reporting entry fees as gambling receipts.	36
230-15-041 Recordkeeping for card tournaments.	37
230-15-097 Charging and collecting fees for nonhouse-banked social card games.	38

Operating a Card Room

230-15-001 "Public card room" defined.

"Public card room" means that area of the commercial stimulant business set aside for the playing of social card games.

[Statutory Authority: RCW 9.46.070; RCW 9.46.0325.]

230-15-002 Requirements for public card rooms.

At any time public card room licensees are conducting card games, they must:

- (1) Have the food and/or drink business being stimulated open to the public; and
- (2) For Class E, Class F, or house-banked card rooms, have a licensed card room employee on duty and in the card room area.

[Statutory Authority: RCW 9.46.070.]

WAC 230-02-410 Public card room.

A public card room is that area of the premises of a profit seeking retail business which has been specifically set aside or designated by the licensee and approved by the commission for the playing of cards by members of the public as a commercial stimulant to that business in accordance with state law and the rules of the commission.

230-15-003 "Social card games" defined.

For the purposes of this chapter, "social card games" means those card games authorized by RCW 9.46.0282. "Card games" and "social card games" mean the same thing in this chapter.

[Statutory Authority: RCW 9.46.070.]

Removed per Admin

WAC 230-04-203 Fees -- Commercial stimulant and other business

organizations. All persons seeking to operate gambling activities shall submit the following fees to the commission when applying for gambling licenses, permits, miscellaneous changes, inspection services, or when assessed the cost of special investigation procedures by the commission:

<u>License Type</u>	<u>Definition</u>	<u>Fee</u>
1. Card Games		
Class B	Up to five tables of limited card games - hearts, rummy, pitch, pinochle, and/or cribbage (Fee to play charged)	\$175
Class C	Tournament only, no more than ten consecutive days per tournament.	
C-5	Up to five tables	\$175

C-10	Up to ten tables	\$318
C-15	Up to fifteen tables	\$529
Class D	General - Up to five tables (No fee to play charged)	\$55
Class E	*General(Fee to play charged)	
E-1	One table only	\$422
E-2	Up to two tables	\$727
E-3	Up to three tables	\$1,210
E-4	Up to four tables	\$2,426
E-5	Up to five tables	\$3,650
	Additional tables up to a maximum of fifteen may be authorized for an additional per table fee.	\$1,060
Class F	Enhanced card room activities endorsement - Includes alternative fee collections (per hand; pot rake) and use of player-supported jackpot schemes.	Annual license fee \$1,590

*In addition to the above initial license fee, the commission will assess all applicants/licensees the actual costs that exceed the license fee for conducting the initial investigation and inspection, any follow-up reviews or investigations involved in the approval of activities and schemes.

WAC 230-04-203 Fees -- Commercial stimulant and other business organizations.

2. CARD GAMES - HOUSE-BANKED

All tables within a card room operating any house-banked card game shall be licensed under this license class.

*Annual license fee \$ 6,368

Per table fee (up to fifteen tables) \$ 1,590

*In addition to the above initial license fee, the commission will assess all applicants the actual costs that exceed the license fee for conducting the initial license investigation and premises inspection. Any post licensing follow-up reviews, inspections, internal control evaluations or subsequent phases of operation shall also be charged actual costs. Licensees will be evaluated and charged for these additional authorizations/phases on an individual case by case basis.

230-15-004 "Charitable and nonprofit social card room" defined.

"Charitable or nonprofit social card room" means the area of a charitable or nonprofit organization's premises set aside for the playing of social card games by full and regular members and their guests.

[Statutory Authority: RCW 9.46.0311; RCW 9.46.0351; RCW 9.46.070.]

WAC 230-02-420 Social card room.

A social card room is that area of the premises of a bona fide charitable or nonprofit organization which has been specifically set aside or designated by the licensee and approved by the commission for the playing of cards by bona fide members of that organization and their guests only, in accordance with state law and the rules of the commission.

[Order 23, § 230-02-420, filed 9/23/74.]

230-15-005 Approving area of premises for social card games.

Licensees must only operate social card games in the specific area of the premises we approve.

[Statutory Authority: RCW 9.46.070 (11), (14), and (20); RCW 9.46.0351.]

WAC 230-40-020 Portion of premises used for card playing limited.

Only those specific parts or portions of licensed premises which have been approved by the commission for licensed card games shall be used for that purpose. Card playing operating under the authority of a license issued by the commission involving wagers shall not take place upon any other portion or part of the premises. Social card games authorized by RCW 9.46.030(9) shall not be allowed by the organization in the same room or rooms with the licensed card games.

[Statutory Authority: RCW 9.46.070(20); RCW 9.46.0311; RCW 9.46.0325; RCW 9.46.0351 .]

Rule Summary forthcoming**230-15-006 Hours of play.**

(1) Licensees must:

- (a) Inform us of their operating hours when first licensed; and
- (b) Observe a four-hour period of closure at the end of each business day before beginning the next period of operation.

(2) Licensees may change operating hours by:

- (a) Revising their internal controls and submitting the change to us; or
- (b) Sending us written notice before the change.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-400 Hours for card games — Procedures for changing hours.

The hours during which card games may be played in licensed public card rooms shall be limited as follows:

(1) Licensees shall not allow the use of their premises for card playing between the hours of 2:00 a.m. and 6:00 a.m.: Provided, That the director may allow closing hours to be adjusted beyond 2:00 a.m. as long as the following conditions are met:

- (a) The director shall consult with the local law enforcement agency which has jurisdiction;
 - (b) The director shall consult with other state agencies involved in regulation of the business;
 - (c) A licensee must observe a four-hour period of closure at the end of each business day before beginning the next period of operation.
 - (d) The food and/or drink business being stimulated shall be open to the public for business any time card games are conducted;
 - (e) At all times during the hours of operation of a Class E, F or house-banked card room, a licensed card room employee must be on duty and in the licensed card room area; and
 - (f) The licensee complies with any other terms and conditions imposed by the director.
- (2) The director may deny the request for extended hours or revoke hours already approved if the local law enforcement agency or a state agency objects or if the director determines that the licensee has violated any provisions of chapter 9.46 RCW, any other commission rule, or any of the terms set forth in subsection (1) of this section. All objections to changing a licensee's operating hours or requests to revoke an approved operating schedule must be submitted in writing.
- (3) The commission shall afford a licensee an opportunity for a brief adjudicative proceeding prior to denying or revoking the licensee's authorization for extended card room hours. The brief adjudicative proceeding shall be heard by an administrative law judge, under the provisions set forth in WAC 230-50-010(6), and RCW 34.05.482 through 34.05.494.
- [Statutory Authority: RCW 9.46.070(1)-(4), (7), (8), (11), (12), (14), (20) and 9.46.110 (3), (4).]

230-15-007 Games approved for play in nonhouse-banked social card games.

- (1) The following are approved nonhouse-banked card games:
- (a) Poker; and
 - (b) Hearts; and
 - (c) Pinochle; and
 - (d) Cribbage; and
 - (e) Rummy; and
 - (f) Panguingue (Pan); and
 - (g) Pitch; and
 - (h) Bid Whist; and
- (2) Licensees must operate these games in the manner explained in the most current version of *The New Complete Hoyle, Revised* or *Hoyle's Modern Encyclopedia of Card Games*. Licensees may make immaterial modifications to the games.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-010 Nonhouse-banked card games authorized.

(2) Nonhouse-banked card games shall only be played in the manner set forth in *The New Complete Hoyle, Revised, Hoyle's Modern Encyclopedia of Card Games*, or a similar authoritative book on card games approved by the director: Provided, That each licensee may make immaterial modifications to each authorized game set out in Hoyle. The following nonhouse-banked card games are authorized:

- (a) Poker;
- (b) Hearts;
- (c) Pinochle;
- (d) Cribbage;
- (e) Rummy;
- (f) Panguingue (Pan);
- (g) Pitch;
- (h) Bid Whist;

230-15-008 Requirements for approved social card games.

- (1) Licensees must:
 - (a) Play card games with standard playing cards or with approved electronic card facsimiles; and
 - (b) Deal all house-banked social card games from a dealing shoe or an approved shuffling device; and
 - (c) Play no more than two separate games with a single hand of cards. We consider bonus features and progressive jackpots separate games. If a player does not have to place a separate wager to participate, we do not consider it a separate game. An example of this is an "envy" or "share the wealth" payout when another player achieves a specific hand; and
 - (d) Not allow side bets between players; and
- (2) Licensees may use more than one deck of cards for a specific game. They also may remove cards to comply with rules of a specific game, such as pinochle or Spanish 21; and
- (3) Players must:
 - (a) Compete against all other players on an equal basis for nonhouse-banked games or against the house for house-banked games. All players must compete solely as a player in the card game; and
 - (b) Receive their own hand of cards and be responsible for decisions regarding such hand, such as whether to fold, discard, draw additional cards, or raise the wager; and
 - (c) Not place wagers on any other player's or the house's hand or make side wagers with other players, except for
 - (i). An insurance wager placed in the game of blackjack; or

- (ii). An "envy" or "share the wealth" wager which allows a player to receive a prize if another player wins a jackpot or odds-based wager; or
 - (iii). A tip wager made on behalf of a dealer; and
- (4) A player's win or loss must be determined during the course of play of a single card game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-010 Rules of play for all card games.

- (1) Social card games shall be played in the following manner:
- (a) The game must be played with one or more standard decks of playing cards or with approved electronic card facsimiles which meet the requirements of WAC 230-40-070 (1)(c): Provided, That cards may be removed to comply with rules of a specific game, such as pinochle;
 - (b) Players shall compete against all other players on an equal basis for nonhouse-banked games or against the licensee for house-banked games;
 - (c) Each player shall receive their own hand of cards and be responsible for decisions regarding such hand, such as whether to fold, discard, draw additional cards, or raise the wager;
 - (d) Players shall not place wagers on any other player's or the house's hand and no side bets between players are allowed: Provided, That the following shall not be in violation of this section:
 - (i) An insurance bet placed in the game of blackjack;
 - (ii) A tip wager made on behalf of a dealer; or
 - (iii) "Envy" provisions which allow a player to receive a prize if another player wins a jackpot or odds wager;
 - (e) A player's win or loss shall be determined during the course of play of a single card game; and
 - (f) No more than two separate games shall be played with a single hand of cards. For purposes of this section, bonus features and progressive jackpots are considered a game: Provided, That bonus features that allow a player to receive an additional prize if another player achieves a specific hand, such as "envy" or "share the wealth" features, shall not be considered a separate game if the player does not have to place a separate wager to participate.

....(3) cont'd

Removed per Admin

A list of all approved games, modifications to games, and rules of play shall be available at all commission offices. The director may approve games in which the determination of whether a player wins or loses depends upon one or more of the following:

- (a) The player's hand is a specific:
 - (i) Pattern or ranking of cards (pair, straight, flush, royal flush, etc.);
 - (ii) Combination of cards (two queens of hearts, ace and jack of spades, three sevens, etc.); or
 - (iii) Value of the cards (seventeen, twenty-one, etc.); and/or
- (b) The player has a higher ranking or value hand than the house/dealer/banker.

Number of tables rule gone because covered in RCW 9.46.0282.

Moved to Chapter 06 – Rules for All Licensees

WAC 230-40-320 Minors or intoxicated persons shall not play cards or provide services to the game.

~~(1) No person who is visibly under the influence of liquor or any narcotic or other such substance shall be allowed to play, or continue to play, in any card game or to participate in providing any services for the game.~~

~~(2) No person who is under the age of 18 years shall be allowed to play in any card game or to participate in providing any services to the game.~~

~~(3) It shall be the responsibility of the licensee, and of those persons physically operating the card games, to determine that no unauthorized person is allowed to participate in any manner in the playing of, or providing services to, any card game.~~

~~[Order 23, § 230-40-320, filed 9/23/74.]~~

Repeal – redundant with 40-010

~~15-??? "Authorized Card Games" defined~~

~~"Authorized card games" means the games we authorized for play in non-house-banked card games as explained in "Games Authorized for Play in Non-House-Banked Card Games" in this chapter. When played according to the rules of the game and our rules, these are the authorized card games.~~

~~**WAC 230-02-405 Specific authorized card games.**~~

~~These games include, and are limited to, each card game authorized by the commission under WAC 230-40-010 when played as permitted by that rule.~~

230-15-009 Tips and token wagers.

Move to 15-186

230-15-010 Approving or changing card games.

Licensees must operate only the card games we have specifically approved. We approve each new card game or changes to existing card games on an individual basis.

(1) Licensees must submit:

- (a) Requests for approving card games in the format we prescribe.
- (b) Changes to an existing card game in writing.

(2) If we deny the licensee's request, we notify the licensee in writing.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-010 Social card games -- Rules of play -- Types of card games authorized.

Social card games shall be played using rules and procedures as set forth in this section. Only card games that have been specifically authorized are allowed to be played in public or social card rooms.

[Statutory Authority: RCW 9.46.070. (1), (2), (11), (14) and (20).]

(i) Other games or modifications to approved games may be approved by the director, or the director's designee, on a case-by-case basis. Requests for approval of a game must be submitted in writing, and include the rules of play and all wagering schemes.

Procedures for when a proposed game is denied.

(5) The licensee shall be notified in writing when the director denies a request for a new game or modification of a game. The notification shall include reasons for the denial and provide the petitioner all information necessary for a formal petition to the commission for rule making, amendments, or repeal, as set forth in WAC 230-50-800.

230-15-011 Withdrawing approval of social card games.

If we withdraw a card game from the list of approved games:

(1) We will give the licensee who initially requested approval of the game an opportunity to object to the decision. If the licensee files an objection, an administrative law judge will review the decision.

(2) We will provide written notice to impacted licensees after a final decision is made.

[Statutory Authority: RCW 9.46.070 (14) and (20).]

WAC 230-40-010 Removing an approved game from play.

(4) Once a game is approved for play, the director shall not remove it from the authorized list of games without providing licensees written notice. Licensees shall be afforded an opportunity to object to the director's decision. If an objection is filed, an administrative law judge shall review the director's decision utilizing the brief adjudicative procedures set forth in WAC 230-50-010.

230-15-012 Limit on number of players at each table.

Licensees must only allow:

(1) Up to seven players or areas for wagering at any table in house-banked card games.

(2) Up to ten players at any table in nonhouse-banked card games.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-030 Number of tables and players limited.

No licensee shall allow more than fifteen separate tables at which card games are played. No licensee shall allow more than ten players for nonhouse-banked card games and seven players and/or areas for wagering at house-banked card games to participate at any one table at any given time. Each table shall be permanently numbered and readily identifiable by the licensee's surveillance system.

[Statutory Authority: RCW 9.46.070.]

230-15-013 Posting rules for play.

(1) Licensees must prominently post rules about:

- (a) Wagering limits for each type of game, including the ante; and
- (b) Prize pay-outs and any prize-related restrictions; and
- (c) All fees to play; and
- (d) Policies on employees being allowed to play; and
- (e) Procedures for resolving player disputes; and
- (f) Player-supported jackpots (PSJs); and

(2) Licensees must prominently post any rules, or a sign stating that these rules are available immediately upon request, about the following:

- (a) Methods of making wagers; and
- (b) Procedures for misdeals; and
- (c) Procedures for betting irregularities; and
- (d) Procedures for splitting pots; and
- (e) Any other rules that may restrict a player's right to win a hand, pot, or jackpot prize.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-505 Rules of play for social card games -- Display -- Posted rules.

(2) Any rules related to the following shall be conspicuously posted in a location readily visible by all players.

- (a) Wagering limits for each type of game, including the ante as specified in WAC 230-40-120(3);
- (b) Prize pay-outs and any restrictions related to prizes;
- (c) Whether employees are allowed to play;
- (d) Procedures for resolving player disputes; and
- (e) For player-supported jackpots (PSJ):
 - (i) How a PSJ will be distributed in the event it is discontinued or the business closes;
 - (ii) Conditions under which prizes may be won;
 - (iii) Prize amount;
 - (iv) Cost to participate;
 - (v) Administrative fees; and
 - (vi) Any other conditions which may affect the outcome of the game.

Rules available for review.

(3) Any rules related to the following shall be conspicuously posted in a location readily visible by all players: Provided, That if a licensee chooses not to post these rules, the licensee shall conspicuously post a sign in a location readily visible by all players stating that the rules are immediately available upon request for review by commission staff, local law enforcement, or a player:

- (a) Methods of making wagers;
- (b) Procedures for misdeals;
- (c) Procedures for betting irregularities;
- (d) Procedures for splitting pots; and
- (e) Any other rules that may restrict a player's right to win a hand, pot, or jackpot prize.

230-15-014 Enforcement of rules of play.

We enforce rules of play in the following order:

- (1) Rules explained in Title 230 WAC;
- (2) Rules explained by a licensed manufacturer of a patented game that we have approved;
- (3) Rules explained in the most current version of *The New Complete Hoyle, Revised* or *Hoyle's Modern Encyclopedia of Card Games*; and
- (4) House rules licensees have developed and we have approved.

[Statutory Authority: RCW 9.46.0282. RCW 9.46.070.]

WAC 230-40-505 Rules of play for social card games -- Display -- Availability for review.

Social card games shall be conducted in accordance with predetermined rules of play. Such rules shall be maintained on the licensed premises and immediately available, upon request, for review by commission staff, local law enforcement, or a player. The following requirements apply to rules of play:

Precedence of rules.

(1) The applicability of rules of play shall be as determined by the following precedence, in order of importance:

- (a) **First priority:** Codified rules set forth in Title 230 WAC;
- (b) **Second priority:** Specific rules set forth by a licensed manufacturer of a patented game and approved under WAC 230-40-010;
- (c) **Third priority:** Rules set forth in *The New Complete Hoyle, Revised*, *Hoyle's Modern Encyclopedia of Card Games*, or a similar authoritative book on card games approved by the director: Provided, That licensees may make immaterial modifications to game rules set forth in Hoyle; and
- (d) **Fourth priority:** House rules developed by the licensee and approved by commission staff.

[Statutory Authority: RCW 9.46.070. 01-13-091 (Order 403), § 230-40-505, filed 6/19/01, effective 7/20/01.]

Repealer—in RCW 9.46.190 and RCW 9.46.196

~~**WAC 230-40-090 Devices, mechanisms, giving advantage -- Prohibited.**~~~~No device, apparatus, mechanism, or thing which may give a participant in a card game an advantage over any other participant in that game may be used by any person.~~~~[Order 23, § 230-40-090, filed 9/23/74.]~~

Removed per Admin Team

WAC 230-40-140 Change in method of wagering prohibited.

Once a method of betting is chosen for a particular hand or game, that method must be used until the hand or game is completed.

[Order 23, § 230-40-140, filed 9/23/74.]

230-15-015 Fee restrictions for nonhouse-banked card games.

(1) Licensees must:

- (a) Collect the same fee from all players at a table; and
- (b) Not require players to pay for or purchase any other goods or services as a condition of playing cards; and
- (c) Allow free play for all players if allowing free play to any player at the table except licensees may allow card room employees and owners to play without a fee if licensees base their fees on a period of time.

(2) Licensees may collect an admission fee when providing entertainment, as long as they charge all patrons the fee.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees.**No extra fees to play cards - exceptions.**

(4) No player shall be required to pay for or purchase any other goods or services as a condition of playing cards: Provided, That:

- (a) A bona fide nonprofit or charitable organization may charge its usual membership fee to belong to the organization; and
- (b) Licensees may collect an admission fee when providing entertainment, as long as the fee is charged to all patrons;

Same fee for all players - exception.

(7) The licensee shall collect the same fee from all players at a table. If the licensee elects to allow free play, then all players at a table must be allowed to play for free: Provided, That a licensee may allow licensed card room employees and owners to play without a fee if fees are based on time, as authorized by subsection (1)(a) of this section.

[Statutory Authority: RCW 9.46.0281, 9.46.070 (1), (2), (4)-(8), (11), (12), (14) and (20). RCW 9.46.070 (1)-(4), (7), (8), (11), (12), (14), (20) and 9.46.110 (3), (4). Statutory Authority: RCW 9.46.070 (1), (2), (4), (5), (6), (9), (11), (14) and

(17) and 9.46.020 (19) and (23). RCW 9.46.020 (20)(d), 9.46.050(3) and 9.46.070 (1), (2), (5), (8), (9), (11) and (12).]

230-15-015a Charging and collecting fees for nonhouse-banked card games.

(1) Nonhouse-banked card game licensees may charge fees to players for social card games.

(2) Nonhouse-banked card game licensees must not require players to pay for any other goods or services beyond the fees to play cards, except that a nonprofit or charitable organization may charge its usual membership fee to belong to the organization.

(3) Nonhouse-banked card game licensees and card room employees must keep all fee collections separate from all other chips and cash until they record the fees in the daily card room records.

(4) Each type of fee shall be maintained and recorded separately from all other fees and be available for audit by commission staff, local law enforcement, and taxing authorities.

(5) Nonhouse-banked card game licensees must use only one method of charging fees at a table at any given time.

(6) Method of charging fees	Which licensees may use it
<p>(a) Period of time -</p> <ul style="list-style-type: none"> (i) Licensees may charge a fee of not more than ten dollars per hour, per player; and (ii) Licensees must collect the fee at least once per hour, at times the licensee chooses; and (iii) Licensee must collect fees directly from each player; and (iv) Licensees must record all fees immediately after collection; or 	Class B, C, E, F
<p>(b) Per hand played –</p> <ul style="list-style-type: none"> (i) Licensees may charge a fee of not more than one dollar per hand, per player; and (ii) Players must place fees charged on a per-hand basis in a designated area of the table and dealers must collect them before dealing the first round of cards. (iii) After collecting the fees, dealers must deposit all chips or coins in the chip rack or drop box; or 	Class B, C, E, F
<p>(c) Rake –</p> <ul style="list-style-type: none"> (i) Licensees may charge a fee of not more than five dollars per hand or ten percent of the total 	Class F

<p>wagers for a hand; and</p> <p>(ii) Dealers must collect fees charged on the amounts wagered during the play of the hand and place the fees in a designated area of the table; and</p> <p>(iii) Once dealers accumulate the maximum fee for a hand, they must spread the chips or coins to allow players and the surveillance system to view the amount collected. After spreading the chips or coins, the dealer deposits them in the chip rack or drop box.</p>	
<p>(7) Method of collecting fees</p>	<p>Which licensees may use it</p>
<p>(a) Direct collection - Licensed card room employees responsible for a particular section of the card room collect fees directly from each player and deposit the fees in the bank serving that area of the card room; or</p>	<p>Class B, C, E licensees.</p> <p>Class F licensees must only use this method when charging fees based on a period of time.</p>
<p>(b) Drop box - Fees are temporarily stored in a numbered, locked drop box. Licensees must have:</p> <p>(i) Center dealers; and</p> <p>(ii) Tables with designated areas for each type of player fees removed from the pot; and</p> <p>(iii) Separate drop boxes for each type of fee. Drop box means a metal container attached to each gambling table into which the dealer must deposit all chips collected during play and, if required, insert card room control slips; or</p>	<p>Class B, C, E, F</p>
<p>(c) Chip rack –</p> <p>Licensees must :</p> <p>(i) Have center dealers; and</p> <p>(ii) Use game lay-outs with a designated area for player fees; and</p> <p>(iii) Separate chip racks into sections for each type of fee collected; and</p> <p>(iv) Ensure that dealers temporarily store and control fees in the chip rack until the floor supervisor collects the fees; and</p> <p>(v) Ensure that floor supervisors remove all chips collected as fees from the dealers' chip rack at least every four hours; and</p> <p>(vi) Have card room employees count chips and coins in the presence of players and immediately record</p>	<p>Licensees may only use this method if they have a license for three or fewer tables.</p> <p>Class B, C, E, F</p>

the totals on the record in a format we prescribe. (vii) Have dealers and floor supervisors remove the chips and coins, each initialing the commission record verifying its accuracy.	
--	--

[Statutory Authority: RCW 9.46.070.]

230-15-015b Drop boxes for collecting of fees.

(1) When using the drop box method for collecting fees, nonhouse-banked card game licensees must locate the drop box in a position that is isolated from the pot area and in plain view of all players and the surveillance system.

(2) Each drop box must have:

- (1) **A box lock** — A lock securing the contents; and
- (2) **A table lock** — A separate lock securing the drop box to the gambling table. Licensees must key this lock differently from the lock securing the contents of the drop box; and
- (3) **An opening** — An opening through which chips and forms can be inserted into the drop box and located in a position that is isolated from pot areas and in plain view of all players and the surveillance system; and
- (4) **A label** — A permanent number clearly visible and which corresponds to a permanent number on the gambling table to which the box is attached. The shift during which the box was used must also be included if drop boxes are removed from tables more than once during an operating day. Licensees may keep emergency drop boxes if the box has the word "emergency" permanently on it, and, when it is put into use, licensees temporarily mark it with the number of the gambling table.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees.

No person shall be charged a fee, directly or indirectly, to play in a nonhouse-banked card game in excess of those fees set forth in this section. Each type of fee shall be maintained and recorded separately from all other fees and be available for audit by commission staff, local law enforcement, and taxing authorities.

Assessing fees.

(1) The following are authorized methods of assessing fees for playing social card games. Only one method of assessing fees may be used at a table at any given time:

- (a) **Fees based on a period of time** - A specific fee of not more than ten dollars per hour, per player, may be charged to play social card games: Provided, That a licensee may collect the hourly fee in thirty-minute increments;

(b) **Fees for each hand played** - A specific fee of not more than one dollar per hand, per player, may be charged to play social card games;

(c) **Fees based on the amounts wagered during a hand (rake)** - A portion of the total amount wagered by a player, not to exceed five dollars per hand or ten percent of total wagers for a hand, whichever is less, may be collected for playing social card games; or....

Collecting fees.

(2) Fees shall be collected by a licensed card room employee in the following manner:

(a) **Period of time.** Fees assessed on a period of time shall be collected directly from each player by the dealer or floor supervisor responsible for that particular section of the card room. The "direct collection," "chip rack," or "drop box" methods set forth in this section may be used for collection of fees assessed on a period of time;

(b) **Per-hand fee.** Fees assessed on a per-hand basis shall be placed in a designated area of the table by the player and collected by the dealer before the first round of cards has been dealt. After collection, the dealer shall deposit all chips or coins in the chip rack or drop box, as applicable;

(c) **Rake.** Fees assessed on the amounts wagered during a game shall be collected by the dealer during play of the hand and placed in a designated area of the table. Once the maximum fee for a hand is accumulated, the dealer shall spread the chips or coins to allow players and the surveillance system the ability to verify the amount collected. After verification, chips shall be deposited in the dealer's chip rack or drop box, as applicable;

... (e) **Alternative collection of fees.** Licensees may apply to the director for approval of alternate fee collection methods. If approved, the method of collection shall be set forth in the letter granting approval.

Methods of collection.

(3) All fees collected from players shall be maintained and recorded as set forth in WAC 230-40-052. All collections shall be kept separate from all other chips and cash in the card room until recorded in the daily card room records and deposited in the cashier's cage. All chips and cash in the cashier's cage shall be kept separate from all other chips and cash located on the licensed premises at all times card games are conducted. The following methods may be used for control of fees collected for card games:

(a) **Direct collection method** - This collection method may only be used when assessing fees based on a period of time. Fees are collected directly from each player by a licensed card room employee responsible for that particular section of the card room and deposited in the card room cage serving the area of the card room from which collections are made. Collections shall be made at least once per hour, at times designated by the licensee. All fees shall be recorded immediately upon collection, per WAC 230-40-052.

(b) **Chip rack method** - This method is allowed for licensees that are licensed with three or fewer tables. It requires a licensed center dealer, a game lay-out with a designated area for player fees, and a chip rack separated into sections for each type of fee collected. Fees are temporarily stored in the chip rack and

controlled by a licensed dealer until collected by the floor supervisor. All chips collected as fees shall be removed from the dealer's chip rack at least every four hours by the licensed card room employee responsible for that particular section of the card room. The removal process shall include the counting of chips and coins in the presence of players and immediately recording the totals on the record prescribed by the commission. The dealer and the supervisor making the removal shall each initial the prescribed record verifying its accuracy.

(c) **Drop box method** - Fees are temporarily stored in a numbered, locked drop box. The drop box method requires a center dealer, a table with a designated area for each type of player fee and/or fees removed from the pot, and a separate drop box for each type of fee. Drop box movement, storage, and counting shall be conducted as prescribed in WAC 230-40-840. The drop box shall be located in a position that is isolated from the pot area and in plain view of all players and the surveillance system.

WAC 230-40-840 Drop boxes -- House-banking -- Drop box collection method.

(c) **Drop box method** - Fees are temporarily stored in a numbered, locked drop box. The drop box method requires a center dealer, a table with a designated area for each type of player fee and/or fees removed from the pot, and a separate drop box for each type of fee. Drop box movement, storage, and counting shall be conducted as prescribed in WAC 230-40-840. The drop box shall be located in a position that is isolated from the pot area and in plain view of all players and the surveillance system.

All card room licensees operating house-banked card games or collecting fees utilizing the drop box collection method (WAC 230-40-050) shall use a drop box. Drop boxes shall be constructed and controlled in a manner to provide security of contents and shall meet the following requirements and procedures:

Drop box requirements.

(1) Each gaming table shall have attached to it a metal container known as a "drop box" into which all cash, duplicate fill slips and credit slips, request for fills, request for credits, and table inventory forms shall be deposited.

(2) Each drop box shall have the following:

Box lock.

(a) A lock securing the contents. The key to this lock shall be maintained and controlled by the accounting department;

Table lock.

(b) A separate lock securing the drop box to the gaming table. This lock shall be keyed differently from the lock securing the contents of the drop box. The key utilized to unlock this lock shall be maintained and controlled by the security department;

Opening on box.

(c) An opening through which currency, coins, chips, forms, records and documents can be inserted into the drop box;

Labeling drop boxes.

(d) Permanently imprinted or impressed thereon and clearly visible, a number corresponding to a permanent number on the gaming table to

which it is attached and a marking to indicate the game. The shift shall also be included if drop boxes are removed from tables more than once during an operating day: Provided, That emergency drop boxes may be maintained without such number or marking, if the word "emergency" is permanently imprinted or impressed thereon, and when put into use, are temporarily marked with the number of the gaming table and identification of the game and shift.

Removed per Admin

WAC 230-40-080 Person not to bring their own cards or chips.

No person shall bring onto a premises licensed to allow the playing of card games, nor introduce into any card game, any playing card or cards, or any poker chip or chips for use in wagering, other than those obtained from the licensee on that business day.

[Order 40, § 230-40-080, filed 6/26/75; Order 23, § 230-40-080, filed 9/23/74.]

230-15-016 Providing cards and chips in card rooms

- (1) Public card rooms must supply all chips and cards.
- (2) Class A charitable and nonprofit social card rooms must supply all chips and cards.
- (3) Licensees must not charge additional fees to players for chips and cards.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-070 Licensee to furnish all cards, chips and other services.

Each public card room and Class A social card room licensee shall furnish all chips and cards in connection with all card games conducted on its premises at no additional charge to the players, except as provided in WAC 230-40-050(6).

[Statutory Authority: RCW 9.46.070 (1), (2), (4), (5), (6), (11), (14) and (17) and 9.46.0282. 9.46.0281.]

230-15-017 Standards for chips.

(1) Chips must be of conventional size and design that maximize the integrity of the card games. Chips must be identifiable as belonging to the licensee and must:

- (a) Include the house name or logo; and
 - (b) Denote the chip value; and
 - (c) Be made by a licensed manufacturer; and
 - (d) Be purchased from a licensed manufacturer or distributor.
- (2) Class D licensees are exempt from subsection (1).
- (3) Licensees must:
 - (a) Safeguard all chips in their possession.
 - (b) Not allow any other chips to be used on their premises.

- (c) Not allow any other person to buy or sell chips for use in card games on their premises.
- (4) We exempt Class A, B, C, and E licensees with five or fewer tables from including a house name or logo if the chips are identifiable as belonging to the licensee and they prominently post values of the chips in the card room.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-070 Licensee to furnish all cards, chips and other services.

All chips and cards shall be of generally conventional size and design, and include safeguards that maximize the integrity of the card games. The following standards and procedures apply to this section:

- (1) The licensee shall furnish chips and cards that meet the following requirements:
 - (a) **Chips.** Chips must include the house name or logo, clearly denote the chip value, be produced by a licensed manufacturer, and purchased from a licensed manufacturer or distributor: Provided, That the director may exempt Class A, B, C, and E licensees with five tables or less from this provision if chips are readily identifiable as having been furnished by that particular licensee and values of chips are clearly posted in the card room: Provided further, That Class D licensees are exempt from the provisions set forth in this subsection; and ...Licensees shall not allow
- (4) (b) Any cards or chips which are not furnished by the licensee to be used in any card game conducted upon its premises; or
- (c) Any other person to buy or sell chips for use in card games upon its premises.

Rule Summary—possible substantive change

230-15-018 Standards for cards.

- (1) Licensees must:
 - (a) Supply cards of conventional size and design that maximize the integrity of the card games; and
 - (b) Safeguard all cards; and
 - (c) Not allow cards that have been marked in any manner.
- (2) For Class E, Class F, and house-banked games, the cards must:
 - (a) Be made by a licensed manufacturer; and
 - (b) Be purchased from a licensed manufacturer or distributor.
- (3) House-banked licensees must use cards with the house name or logo.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-070 Licensee to furnish all cards, chips and other services.

Standards for chips and cards.

- (1) (b) **Cards.** For all house-banked card games, the deck or decks of cards must meet the following requirements:
 - (i) Include the house name or logo;
 - (ii) Be produced by a licensed manufacturer; and
 - (iii) Be purchased from a licensed manufacturer or distributor.

...Protecting the integrity of cards and chips.

(4) The licensee shall safeguard all chips and cards to assure integrity of games and banking services. Licensees shall not allow:

- (a) Playing cards that have been shaved, sanded, cut, carved, or otherwise marked in any manner which may make certain cards identifiable to players other than as allowed by the rules of the particular game.
- (b) Any cards or chips which are not furnished by the licensee to be used in any card game conducted upon its premises; or
- (c) Any other person to buy or sell chips for use in card games upon its premises.

230-15-019 Wagering limits and betting rounds for nonhouse-banked card games.

Licensees must not allow card game wagers to go over the limits set below:

- (1) **Poker** — Licensees must not
 - (a) Allow more than five betting rounds in any one game; and
 - (b) Allow more than four wagers in any betting round: an initial wager plus three raises.
 - (c) Allow the maximum amount of a single wager to go over twenty-five dollars.
- (2) **Games based on achieving a specific number of points** — Each point must not go over five cents.
- (3) **An ante** — Licensees must not allow the ante to be more than the maximum wager allowed for the first betting round for any game. By house rule:
 - (a) One or more players may make the ante, but the total ante may not go over the maximum wager allowed for the first betting round.
 - (b) Players may use an ante as part of their wagers.
- (4) **Panguingue (pan)** — An ante must not go over one chip. Ten dollars is the maximum value of a chip in pan. We prohibit doubling of conditions. Players going out may collect no more than two chips from each participating player.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-120 Limits on wagers in card games.

Social and public card room licensees shall not allow wagering limits set by the commission to be exceeded in any card game. The number and value of wagers in card games are limited as follows:

Nonhouse-banked card games.

- (1) **Poker:**
 - (a) There shall be no more than five betting rounds in any one game;
 - (b) The maximum number of wagers in any betting round shall be four, comprised of an initial wager plus three raises; and
 - (c) The maximum amount of a single wager shall not exceed twenty-five dollars;
- (2) **Games based on achieving a specific number of points** - each point shall not exceed five cents in value;

(3) An ante, except for panguingue (pan), shall not be more than the maximum wager allowed for the first betting round for any game. The ante may, by house rule, be made by one or more players, but the total ante may not exceed the maximum wager allowed for the first betting round. An ante, by house rule, may be used as part of a player's wager;

(4) Panguingue (pan) - the maximum value of a chip for a payoff shall not exceed ten dollars. An ante will not exceed one chip. Doubling of conditions is prohibited. Players going out may collect not more than two chips from each participating player;

[Statutory Authority: RCW 9.46.020 (20)(d);RCW 9.46.070 (1), (2), (8), (10), (11) and (14) and RCW 9.46.110; RCW 34.05.220(4), [34.05]]

230-15-020 Wagering limits for house-banked card games.

(1) A single wager and bonus wagers for an odds-based pay out must not exceed two hundred dollars.

(2) A player may make a single wager for each decision before the dealer deals or reveals additional cards. For blackjack, the player may place an additional wager for doubling down or splitting pairs.

(3) Bonus wagers for progressive jackpots must not exceed one dollar.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-120 Limits on wagers in card games.

(5) Licensees authorized to conduct house-banked card games shall not allow a single wager to exceed two hundred dollars;

(6) A single wager may be made for each decision made by the player before additional cards are dealt or revealed. In addition, for blackjack, an additional wager may be placed for doubling down or splitting pairs; and

(7) Bonus wagers for house-banked progressive jackpots shall not exceed one dollar. Bonus wagers with a predetermined prize amount based upon a separate element of chance within the same game shall not exceed the authorized maximum table limits as described in subsection (5) of this section.

[Statutory Authority: RCW 9.46.020 (20)(d);RCW 9.46.070 (1), (2), (8), (10), (11) and (14) and RCW 9.46.110; RCW 34.05.220(4), [34.05]]

230-15-021 Making wagers with chips and coins.

(1) Players must make all wagers and pay fees to play card games with chips.

(2) Players in house-banked card games may use half dollars or quarters.

(3) Players in pai gow poker may use dimes and nickels.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-130 Wagers to be made with chips only.

All wagers and fees to play made in connection with a card game shall be made with chips furnished by the licensee: Provided, That house-banked card games may use coins with a value of fifty cents or twenty-five cents: Provided further, That coins with a value of less than twenty-five cents may be used for pai gow poker games.

[Statutory Authority: RCW 9.46.070, 00-09-052 (Order 383), § 230-40-130, filed 4/14/00, effective 5/15/00; Order 23, § 230-40-130, filed 9/23/74.]

230-15-022 Selling and redeeming chips.

Licensees must:

- (1) Sell chips and redeem chips at the same value; and
- (2) Sell chips for cash or check, if the check meets the requirements of WAC 230-06-005; and
- (3) Deposit any check no later than the second banking day after they received the check; and
- (4) Not extend credit to a person purchasing chips, including to card room employees playing cards; and
- (5) Not allow checks to be altered after they have received the check in exchange for chips.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-070 Licensee to furnish all cards, chips and other services. Bank services.

(2) The licensee shall sell its chips to all players desiring to buy them and redeem all chips at the value for which they were sold. The licensee shall collect the money taken in on chips sold and fees collected and shall keep these funds separate and apart from all other money received by the licensee.

Selling chips for cash or check.

(3) Chips shall be sold for cash only and a licensee shall not extend credit of any nature to a person purchasing chips: Provided, That a licensee may accept a check in accordance with WAC 230-12-053 and 230-40-845. Each receipt by a person of a quantity of chips from the licensee shall be a separate transaction for the purpose of this rule. Checks received for chips retained by the licensee after close of business shall be deposited by the licensee not later than the second day following receipt upon which the licensee's bank is open for business.

230-15-023 Keeping records of returned checks.

- (1) Licensees may use a guarantee service to pre-approve checks. The bank may send the original dishonored check to the guarantee service.
- (2) If licensees do not use a guarantee service or choose not to use their guarantee service to pre-approve a particular check, licensees must:
 - (a) Keep records of all returned checks in the format we prescribe and make the records available to the cashier; and

- (b) Prohibit persons who submitted dishonored checks from submitting additional checks until the person pays the amount owed in full; and
 - (c) Have all dishonored checks returned directly to them and control the checks.
- (3) Licensees may immediately redeposit a check that was dishonored if they have sufficient reason to believe the check will be honored the second time.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-845 Procedures for exchange of checks submitted by gaming patrons at cashier's cage.

(5) All checks dishonored by a bank (returned checks) shall be returned directly to, and controlled by, accounting department employees: Provided, That if a collection agency is used which maintains dishonored checks, a photocopy of the check shall be sufficient.

(6) Records of all returned checks shall be maintained by accounting department employees and shall be available to cashiers. Such records shall include, at a minimum, the following:

- (a) The date of the check;
 - (b) The name of the drawer of the check;
 - (c) The amount of the check;
 - (d) The date(s) the check was dishonored; and
 - (e) The date(s) and amount(s) of any collections received on the check after being returned by a bank.
- (7) If a check is dishonored, the name of the person who submitted the check shall be kept in a log and available to the cashier. Such person shall be prohibited from submitting additional checks until the amount owed is paid in full: Provided, That a check dishonored by a bank may be immediately redeposited if there is sufficient reason to believe the check will be honored the second time.
- [Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-845, filed 4/14/00, effective 5/15/00.]

230-15-024 Providing dealers.

"Dealer" means a licensed card room employee that conducts card games, deals cards, collects or pays off players' bets, or collects fees.

- (1) Licensees may provide a dealer in any card game.
- (2) Licensees must have a dealer for all house-banked card games, card games operated with a player-supported jackpot, or card games authorized to charge per-hand fees or take a rake.
- (3) Dealers must not play in the games while dealing and must have no financial interest, directly or indirectly, in the outcome of the games.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-225 House dealer allowed in certain games.

Any licensee may furnish a dealer in any game played on the licensed premises. Dealers shall have no financial interest, directly or indirectly, in the outcome of such game and shall not otherwise participate or play in the game: Provided, That a licensee shall be required to have a house dealer for all house-banked card games, card games operated with a player-supported jackpot, or card games authorized to assess fees for each hand played or fees based on amounts wagered.

[Statutory Authority: RCW 9.46.070. (1)-(4), (7), (8), (11), (12), (14), (20) and 9.46.110 (3), (4).]

Combined with 024

WAC 230-40-562 Dealer defined.

A dealer is a licensed card room employee who is responsible for conducting card games and deals cards, collects and pays off players' bets, and collects fees. The dealer shall also be responsible for signing forms as required.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-562, filed 4/14/00, effective 5/15/00.]

230-15-025 Photos of card room employees required.

Licensees must have photographs of their licensed card room employees with the employees' licenses, available for inspection on the premises. The photo must be not less than 2" x 3" and clearly show a full facial view of the employee.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-450 Pictures to be posted with employee licenses.

The operator of a licensed public card room shall post together with each of the licenses of employees for which licenses are required a picture of that employee. Such picture shall be of a passport type not less than 2" x 3" and clearly showing a full front facial view of that employee.

[Statutory Authority: RCW 9.46.070 (4), (7), (8) and (11). 83-06-077 (Order 127), § 230-40-450, filed 3/2/83.]

230-15-026 Playing for or assisting others prohibited.

Licensees must not allow anyone to:

- (1) Sit in on or play a card game in a player's place; or
- (2) Give any assistance to a player that gives advantage over other players.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-230 No person shall have someone play for him or assist another participant.

No persons shall allow a representative to sit in on a card game on his behalf for any purpose, or to render assistance to any participant in the game in a manner

which gives that participant an advantage over other participants. No person shall act as such a representative.

[Order 23, § 230-40-230, filed 9/23/74.]

230-15-027 Preventing cheating in card games.

(1) Licensees must take necessary steps to prevent cheating and ensure that games are played fairly.

(2) If licensees find someone cheating, they must report it immediately to us and contact the local law enforcement agency in urgent situations.

[Statutory Authority: RCW 9.46.070; RCW 9.46.153.]

WAC 230-40-250 Licensee to prevent cheating in card games.

A licensee to allow certain premises to be used to play cards and his employees or agents shall not allow any player to play in such a manner as to cheat the persons with whom he is playing. The licensee shall take all necessary steps to prevent this and shall be responsible to insure that the games played upon the licensed premises are fairly played.

Any incident wherein a person is found cheating shall be reported immediately to the applicable local police or sheriff's office.

[Statutory Authority: RCW 9.46.070(10). 78-06-066 (Order 85), § 230-40-250, filed 5/25/78; Order 23, § 230-40-250, filed 9/23/74.]

Removed per Dave**WAC 230-40-400 Hours for card games--Procedures for changing hours.**

The hours during which card games may be played in licensed public card rooms shall be limited as follows:

(1) Licensees shall not allow the use of their premises for card playing between the hours of 2:00 a.m. and 6:00 a.m.: Provided, That the director may allow closing hours to be adjusted beyond 2:00 a.m. as long as the following conditions are met:

- (a) The director shall consult with the local law enforcement agency which has jurisdiction;
- (b) The director shall consult with other state agencies involved in regulation of the business;
- (c) A licensee must observe a four-hour period of closure at the end of each business day before beginning the next period of operation.
- (d) The food and/or drink business being stimulated shall be open to the public for business any time card games are conducted;
- (e) At all times during the hours of operation of a Class E, F or house-banked card room, a licensed card room employee must be on duty and in the licensed card room area; and
- (f) The licensee complies with any other terms and conditions imposed by the director.

(2) The director may deny the request for extended hours or revoke hours already approved if the local law enforcement agency or a state agency objects or if the director determines that the licensee has violated any provisions of chapter 9.46 RCW, any other commission rule, or any of the terms set forth in subsection (1) of this section. All objections to changing a licensee's operating hours or requests to revoke an approved operating schedule must be submitted in writing.

(3) The commission shall afford a licensee an opportunity for a brief adjudicative proceeding prior to denying or revoking the licensee's authorization for extended card room hours. The brief adjudicative proceeding shall be heard by an administrative law judge, under the provisions set forth in WAC 230-50-010(6), and RCW 34.05.482 through 34.05.494.

[Statutory Authority: RCW 9.46.070(1)-(4), (7), (8), (11), (12), (14), (20) and 9.46.110 (3), (4).]

230-15-028 Reporting card room employees no longer working.

Licensees, except Class B or Class D, must notify us in writing when a card room employee no longer works for them. We must receive the notice at our Lacey office within ten days of the card room employee terminating employment.

[Statutory Authority: RCW 9.46.070.]

WAC 230-04-142 Notification to the commission upon beginning, terminating, or changing employment -- Public card room employees.

A licensed public card room operator shall notify the commission in writing when a card room employee has begun work in the card room or has terminated employment for any reason.

(1) The notification shall be submitted on a form provided by the commission.

(2) Each notification shall be completed on or before the card room employee's first day of work or when the employer determines the card room employee will no longer be working, as applicable, and shall reach the administrative office of the commission in Lacey, not later than 5 p.m. on the seventh business day following the employee's first day of work or last day of work, as applicable.

~~(3) ((The fee for transferring, adding, or converting from Class III shall be set forth in WAC 230-04-204 and will be paid by the card room employee at the time of license renewal.))~~

A fee must be paid when a licensed card room employee or certified class III employee begins working at another location. The fee is in WAC 230-04-204 and must be paid prior to beginning work at the new location.

(4) This rule shall not apply to persons operating a public card room under a Class B or Class D license only.

General Records and Recordkeeping for Card Rooms

Repealer – no longer an issue

~~230-15-165 Charging and collecting for food and drink on delivery to customer.~~

~~(1) Licensees must charge for and collect all money from sales of food or drink in their card room at the time they deliver it to the customer.~~

~~(2) Licensees must not charge customers playing cards for food or drink on a time basis. "Time basis" means charging for the eating or drinking of or the opportunity to eat or drink food or drink over a period of time.~~

~~(3) In order for us to determine whether licensees are operating their licensed card room as a commercial stimulant, they must keep the calculation of gross sales of food and drink separate from any sale of food or drink on a time basis. Licensees must not include any sale of food or drink on a time basis in their calculation.~~

~~[Statutory Authority: RCW 9.46.070.]~~

~~WAC 230-40-315 No food or drink sales on time basis in card room.~~

~~All sales of food or drink in the licensed card room must be charged for and collected at the time the food or drink is delivered to the customer. No licensee may charge a person playing cards in a licensed card room for food or drink on a time basis. For the purpose of determining whether a card room operator is operating the licensed card room as a commercial stimulant, the calculation of gross sales of food and drink shall not include any sale of food or drink on a time basis to a person playing cards in the licensed card room.~~

~~For purposes of this rule, a "time basis" means a charge for the consumption or opportunity to consume food or drink over a period of time.~~

~~[Statutory Authority: RCW 9.46.020(5) and 9.46.070(14).]~~

230-15-029 Preparing card room records.

(1) Licensees must prepare all records in the format we prescribe. Licensees must record the data in ink, on storage media, or in other permanent form.

(2) Licensees must print or back up in a permanent form all the data kept in computer databases monthly.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-052 Daily records -- Card games (cont'd) Daily summary.

(5) A daily summary record that includes a reconciliation of all fees collected during an operating day shall be prepared for each day card games are operated and fees collected. This record shall include at least the following:

(a) The name of the licensed card room;

(b) The date of the activity. If the activity spans two days, the day that the activity begins shall be recorded;

- (c) Card room hours of operation;
- (d) The beginning and ending balances of all chips and cash in the cage;
- (e) The printed name and signature of person(s) preparing the record; and
- (f) Such other daily records as required for specific card room activities.

WAC 230-08-010**WAC 230-40-052 Daily records -- Card games (cont'd)**

Daily card room records shall be maintained as follows:

Minimum daily records.

In addition to any other requirements set forth in these rules, persons licensed to operate card rooms at which a fee is charged to play or which operates a player-supported jackpot (PSJ) or house-banked card games shall be required to prepare a detailed record covering each day of operation. Each separate record shall be maintained continuously during hours of operation and entries made as required by this section.

Format.

- (1) The format for such records shall be as prescribed by the commission. The records shall include information to be placed in a form, record, document, or in stored data which shall be annotated in ink or other permanent form. Data maintained in computer data bases must be printed on a periodic basis.
- (2) Separate records shall be prepared for each day social card games are played and fees collected or house-banked card games are operated. Such records shall be completed for each table and each PSJ for which fees are collected from players. The minimum daily records shall include the following information:
 - (a) The date and time period during which fees were collected or house-banked card games were operated.
 - (b) The assessment method and the fee charged per assessment method for each table.
 - (c) The names and time of play for each nonpaying house player (which may only include licensed card room employees and the licensed card room operator);
 - (d) The amount of fees collected at each table at each collection interval;
 - (e) The gross amount received from fees collected on each operating day by table and by assessment method.
 - (f) The number of players at the time of fee collection when fees are assessed based on a period of time;
 - (g) A record of card room employees and hours worked; and
 - (h) The total drop which includes all cash placed in drop boxes and the net win or loss by the table and game type from house-banked card games.

[Statutory Authority: RCW 9.46.070 (8), (14), and (17), RCW 9.46.0325.]

230-15-030 Keeping and making daily records available.

Licensees must:

- (1) Keep the daily records of card room operations for at least three years.
- (2) Keep the past six months of daily card room records on the premises of the card room and have them available for inspection.
- (3) Make other records available within forty-eight hours if we, local law enforcement, or taxing authorities request the records.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-052 Daily records -- Card games (cont'd)
Availability and length of storage.

(6) All detailed records prepared shall be maintained for a period of not less than three years. At least the past six months of records must be available for inspection on premises. All other records shall be available within forty-eight hours upon request by commission staff, local law enforcement or taxing authorities.

Moved into 230-03-265 Licensing Chapter

WAC 230-02-415 Card room employee defined.

~~A "card room employee" is any person who is involved in the operation of social card games conducted by a card room when such games involve the collection of fees.~~

~~Individuals who only perform duties of bartenders, waitresses or similar functions limited to providing food and drink service within the card room portion of the licensed premises are not "card room employees." Persons performing at least the following functions shall be designated as card room employees:~~

- ~~(1) Collecting fees;~~
- ~~(2) Dealing;~~
- ~~(3) Supervising any card game or card room employee, such as acting as a pit boss, floor person, section supervisor, etc.;~~
- ~~(4) Cashier duties such as selling or redeeming chips;~~
- ~~(5) Surveillance of dealers and card games to detect cheating or control functions;~~
- ~~(6) Controlling card room funds including keys to secure locations;~~
- ~~(7) Facilitating any part of the operation of a card game.~~

~~[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-02-415, filed 4/14/00, effective 5/15/00. Statutory Authority: RCW 9.46.070(5). 98-04-023, § 230-02-415, filed 1/28/98, effective 7/1/98. Statutory Authority: RCW 9.46.070(16). 78-06-066 (Order 85), § 230-02-415, filed 5/25/78.]~~

230-15-031 Reporting card room activity semiannually.

Licensees, except for Class D, must submit an activity report for their card rooms to us.

- (1) Licensees must complete the report according to the format we prescribe; and

- (2) We must receive the completed report, or the report must be postmarked, no later than thirty days after the end of the reporting period; and
- (3) The highest ranking executive officer or designee must sign the report. If someone other than the licensee or an employee prepares the report, the preparer must print his or her name and phone number on the report; and
- (4) Licensees must report activities for:
 - January 1 through June 30; and
 - July 1 through December 31; and
- (5) Licensees must submit a report for any period of time their license was valid. If they do not renew their license, they must submit a report for the period between the previous report they filed and the expiration date of their license.

[Statutory Authority: RCW 9.46.070.]

WAC 230-08-160 Semiannual activity reports by operators of social and public card rooms.

Each licensee for the operation of social or public card rooms shall submit an activity report to the commission concerning the operation of the licensed activity and other matters set forth below: Provided, That persons licensed under Class "D" - general, no fee charged, are exempt from all portions of this section:

- (1) Reports shall be submitted detailing activities occurring during each of the following periods of the year:
 - (a) January 1st through June 30th; and
 - (b) July 1st through December 31st.
- (2) A report shall be submitted for any period of time the activity was operated or a license was valid. If a license is not renewed, a report for the period between the previous report filed and the expiration date shall be submitted;
- (3) The report form shall be furnished by the commission and the completed report shall be received in the office of the commission or postmarked no later than thirty days following the end of the period for which it is made;
- (4) The report shall be signed by the highest ranking executive officer or their designee. If the report is prepared by someone other than the licensee or an employee, the preparer shall print his/her name and phone number on the report;
- (5) The report shall be completed in accordance with the related instructions furnished with the report. The report shall include the following:
 - (a) Gross gambling receipts;
 - (b) Full details of all compensation paid by the licensee to each person for any work connected with the management, promotion, conduct or operation of the card room;
 - (c) Full details of all other expenses related to the operation of the card room;
 - (d) Net gambling income or loss from the operation of the card room for the reporting period;
 - (e) The normal days and times of operation of the card room; and
 - (f) The total hours the card room was open during the period.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-08-160, filed 4/14/00, effective 5/15/00. Statutory Authority: RCW 9.46.070 and 9.46.0217. 95-07-094, § 230-08-160, filed 3/17/95, effective 7/1/95. Statutory Authority: RCW 9.46.070. 94-11-095 (Order 251), § 230-08-160, filed 5/17/94, effective 7/1/94. Statutory Authority: Chapter 9.46 RCW. 86-19-056 (Order 161), § 230-08-160, filed 9/15/86, effective 1/1/87. Statutory Authority: RCW 9.46.070 (8) and (9). 85-06-002 (Order 147), § 230-08-160, filed 2/22/85. Statutory Authority: RCW 9.46.070 (4), (7), (8) and (11). 83-06-077 (Order 127), § 230-08-160, filed 3/2/83; Order 80, § 230-08-160, filed 12/28/77; Order 70, § 230-08-160, filed 5/24/77.]

Card Tournaments

230-15-032 Card tournament licenses.

(1) If you have a Class A, B, E, F, or house-banked license, you may conduct a card tournament where a fee or buy-in is charged without getting a card tournament license, but you must only operate those card games approved for your license class.

(2) If you have a Class D license, you must also obtain a card tournament license.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.

A card tournament wherein a fee is charged to the participants and prizes are awarded to the winning players shall be licensed by the commission.

License not required.

(1) Card room licensees with a Class A, B, E, F or house-banked license may conduct a card tournament for a fee without obtaining a card tournament license: Provided, That licensees are limited to only those card games authorized under their license class.

Class D licensees.

(2) Card room licensees with a Class D license must first obtain a card tournament license before they can conduct a card tournament in which the players are charged a fee to enter.

[Statutory Authority: RCW 9.46.020 (19), (20)(d) and (23);RCW 9.46.050(3); RCW 9.46.070(1), (2), (4), (5), (6), (9), (11), (12), (14), and (17); RCW 9.46.0281 and RCW 9.46.0325.]

230-15-033 Entry fees and buy-ins for card tournaments.

(1) Licensees must:

(a) Not charge more than one hundred dollars per player for an entry fee; and

(b) Collect all entry fees before the start of play

(2) The entry fee must include all the separate fees for various phases and events of the tournament, for food and drink, and for promotional material.

(3) Licensees may award prizes in excess of entry fees collected.

(4) Licensees may require a minimum buy-in of chips. The buy-in may be a single or multiple buy-in, but the total per player may not exceed four hundred dollars per tournament.

(5) Licensees must:

(a) Maintain a record of the buy-ins for each player in the format we prescribe; and

(b) Return all buy-ins to the players in the form of cash or merchandise prizes.

(6) We do not consider buy-ins gross gambling receipts.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-050 Fees for Nonhouse-banked games.

(1) (d) **Fees to enter tournaments** shall be as set forth in WAC 230-40-055

(2) (d) **Tournaments.** All fees to enter tournaments shall be collected in advance of the start of play in accordance with WAC 230-40-055; or

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.

Entry fees.

(5) The fee for a player to enter a card tournament for prizes shall not exceed one hundred dollars. The fee shall include all separate fees which might be paid by a player for various phases, events of the tournament, food and drink offerings, and promotional material.

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.

Posting and approval of rules.

(11) The licensee shall adopt tournament rules to facilitate the operation of card tournaments: Provided, That all tournament rules for tournaments where the single or multiple buy-in exceeds fifty dollars must be submitted to commission staff for approval: Provided, That once a tournament format is approved, notification will be sufficient for all subsequent tournaments identical in format and play. All tournament rules must be conspicuously posted where all tournament participants can see and read the rules.

Buy-in.

(9) In addition to the entry fee, a minimum buy-in of chips may be required. The total buy-in per player shall not exceed four hundred dollars per tournament and may be either a single or multiple buy-in during the course of the tournament. A record of the buy-ins for each participant will be maintained by the licensee in a format provided by the commission. All buy-ins of chips are not gross gambling receipts and shall be returned to the participants in the form of prizes. Prizes from buy-ins are not deductible for commercial stimulant purposes.

230-15-034 Getting card tournaments approved.

Licensees must notify us ten days before any card tournament where the single or multiple buy-in(s) is greater than fifty dollars. Licensees must:

- (1) Submit rules for these tournaments for approval in advance.
- (2) If a future tournament is identical, no approval is needed. Only notify us ten days in advance of the tournament.

230-15-035 Restricting length of card tournaments.

Licensees must not conduct a tournament for longer than thirty consecutive calendar days.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.**Length of tournament.**

(4) A card tournament shall not exceed thirty consecutive calendar days.

230-15-036 Posting tournament rules and prizes.

(1) On the premises before the players pay their fees, licensees must prominently post and keep posted until the tournament is complete:

- (a) All rules, prizes, and conditions of the tournament; and
- (b) The tournament fee; and
- (c) Entry and buy-in requirements; and
- (d) A description of all of the goods and services they will provide as a part of the tournament.

(2) Licensees must initially provide entrants in tournaments with the same number of chips or points and the same opportunity for rebuys.

(3) If there are more players than spots available in the tournament, licensees may conduct a drawing to determine which players participate. If there is a fee to enter the tournament, licensees must collect it after the drawing has occurred.

(4) After the tournament has begun, licensees must not conduct a drawing to decide who will fill an extra seat, for example, determining who will advance to the next round of the tournament.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-050 Fees for Nonhouse-banked games.

(2) (d) **Tournaments.** All fees to enter tournaments shall be collected in advance of the start of play in accordance with WAC 230-40-055; or

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.**Posting entry fee requirements.**

(6) The fee to enter a tournament and a description of all goods and services to be provided as a part of the tournament must be fully disclosed to each entrant prior to their paying such fee. Such disclosure must be posted conspicuously on the premises at the time payment is received and remain posted until the tournament is complete.

(11)... All tournament rules must be conspicuously posted where all tournament participants can see and read the rules.

230-15-037 Offering discounted tournament fees as customer appreciation.

Licensees may offer discounted fees to card tournaments to specific groups of players (such as Ladies' Night) as customer appreciation.

[Statutory Authority: RCW 9.46.070]

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.

Customer appreciation.

(7) Operators may offer customer appreciation tournaments. The licensee shall conspicuously post entry and buy-in requirements.

(a) Entrants in such tournaments must initially be provided with the same number of chips or points and the same opportunity for rebuys.

(b) All prizes awarded for customer appreciation tournaments may be deducted as prizes for determining adjusted net gambling receipts.

Added Rule Interpretation**230-15-038 Exclusive tournament entry as customer appreciation.**

Licensees may offer exclusive tournament entry to specific groups as customer appreciation. Licensees must include all requirements or restrictions in their tournament rules.

[Statutory Authority: RCW 9.46.070]

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.**Customer appreciation.**

(7) Operators may offer customer appreciation tournaments. The licensee shall conspicuously post entry and buy-in requirements.

(a) Entrants in such tournaments must initially be provided with the same number of chips or points and the same opportunity for rebuys.

(b) All prizes awarded for customer appreciation tournaments may be deducted as prizes for determining adjusted net gambling receipts.

230-15-039 Value of tournament chips.

Licensees must use chips that have no monetary value and can only be redeemed for prizes posted by the licensee.

[Statutory Authority: RCW 9.46.070]

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.**Prizes.**

(10) The chips used in card tournaments shall have no monetary value and may be redeemed only for prizes established by the licensee.

230-15-040 Reporting entry fees as gambling receipts.

(1) Licensees must report all entry fees as gross gambling receipts.

(2) If licensees provide food and drink as a part of the entry fee, they may treat the fair market value of the food and drink as commercial stimulant sales and not include it as gross gambling receipts.

(3) The fair market value of the food and drink must not exceed twenty-five dollars per player or fifty percent of the entry fee, whichever is greater. Licensees must support these amounts with records.

(4) When determining adjusted net gambling receipts from the entry fees, licensees may deduct:

- (a) Cost of promotional items; and
- (b) Cost of merchandise prizes awarded; and
- (c) Cash prizes awarded.

(5) Licensees must not deduct buy-ins when determining adjusted net gambling receipts.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-055 .

Fees are gross gambling receipts - exception for food and gifts.

(8) All fees paid to enter a tournament shall be reported as gross gambling receipts: Provided, That if an operator prepares and provides food and drink items to all tournament entrants on the licensed premises as a part of their entry fee, the fair market value of the food and drink provided, not to exceed twenty-five dollars or fifty percent of the entry fee, which ever is greater, shall be treated as sales of food and drink for on premises consumption and not included as gross gambling receipts. Such sales, must be properly supported by records: Provided further, That if an operator provides items promoting the tournament or licensed business, such as hats, t-shirts, etc., to all participants as a part of their entry fee, the actual cost of such items, supported by invoices and other such records, shall be deducted as prizes in determining adjusted net gambling receipts.

WAC 230-40-055 Card tournaments for fee and prizes -- Reporting requirements.

Entry fees.

(5) The fee for a player to enter a card tournament for prizes shall not exceed one hundred dollars. The fee shall include all separate fees which might be paid by a player for various phases, events of the tournament, food and drink offerings, and promotional material.

(10)...The licensee may award prizes in excess of those entry fees collected as authorized in subsection (5) of this section. The licensees actual cost, including any cash, for prizes awarded to the players may be deducted as prizes for determining adjusted net gambling receipts generated by the entry fees.

230-15-041 Recordkeeping for card tournaments.

(1) On the daily control sheet for the first day of a tournament, licensees must include the total gross gambling receipts and attach the record of participants.

(2) Licensees must attach the tournament records to the daily card room records for the date they awarded the majority of the prizes in the tournament.

(3) Licensees must maintain other tournament records in the format we prescribe.

[Statutory Authority: RCW 9.46.070.]

**WAC 230-40-052 Daily records -- Card games (cont'd)
Tournament fees.**

(3) Fees for tournaments shall be recorded as set forth in WAC 230-40-055.

**WAC 230-40-050 Fees for nonhouse-banked card games
Assessing fees.**

(1) (d) **Fees to enter tournaments** shall be as set forth in WAC 230-40-055.

**WAC 230-40-055 Card tournaments for fee and prizes -- Reporting
Recording fees and players.**

(12) The licensee shall maintain a record of all such fees collected and the number of participant for each tournament conducted. This information shall be entered in a format approved by the commission. The total gross gambling receipts for the tournament shall be entered on the card room daily control sheet for the time and date the tournament begins and the record of participants shall be attached and maintained with that daily control sheet.

Prize records.

(13) The licensee shall maintain a record of all prizes awarded to include the amount the licensed operator actually paid for each prize and the name and complete address of each winning participant: Provided, That the name and address of each participant receiving promotional items as set forth in subsection (8) of this section shall not be required on the prize record. The record shall be attached to the daily control sheet used on the date the majority of the prizes are awarded.

CHART

230-15-097 Charging and collecting fees for nonhouse-banked social card games.

(1) Licensees may charge fees to play in social card games.

(2) Licensees must not require players to pay for any other goods or services beyond the fees to play cards, except that a nonprofit or charitable organization may charge its usual membership fee to belong to the organization.

(3) We authorize two methods of charging fees. Licensees must use only one method at a table at any given time:

(a) **Fees based on a period of time —**

(i) Licensees may charge a fee of not more than ten dollars per hour, per player. Licensees must collect the fee at least once per hour, at times the licensee chooses; and

(ii) The licensee must collect fees directly from each player. Licensees may use "direct collection," "chip rack," or "drop box" methods for collection of fees, as defined in WAC 230-15-063; and

(iii) If licensees use the direct collection method, licensees must record all fees immediately after collection; or

(b) **Fees for each hand played —**

- (i) Licensees may charge a fee of not more than one dollar per hand, per player; and
- (ii) Players must place fees charged on a per-hand basis in a designated area of the table and dealers must collect them before dealing the first round of cards. After collecting the fees, dealers must deposit all chips or coins in the chip rack or drop box; and
- (iii) Licensees must keep all fee collections separate from all other chips and cash until they record the fees in the daily card room records.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees.

No person shall be charged a fee, directly or indirectly, to play in a nonhouse-banked card game in excess of those fees set forth in this section. Each type of fee shall be maintained and recorded separately from all other fees and be available for audit by commission staff, local law enforcement, and taxing authorities.

Assessing fees.

(1) The following are authorized methods of assessing fees for playing social card games. Only one method of assessing fees may be used at a table at any given time:

- (a) **Fees based on a period of time** - A specific fee of not more than ten dollars per hour, per player, may be charged to play social card games: Provided, That a licensee may collect the hourly fee in thirty-minute increments;
- (b) **Fees for each hand played** - A specific fee of not more than one dollar per hand, per player, may be charged to play social card games;
- (c) **Fees based on the amounts wagered during a hand (rake)** - A portion of the total amount wagered by a player, not to exceed five dollars per hand or ten percent of total wagers for a hand, whichever is less, may be collected for playing social card games; or....

Collecting fees.

(2) Fees shall be collected by a licensed card room employee in the following manner:

- (a) **Period of time.** Fees assessed on a period of time shall be collected directly from each player by the dealer or floor supervisor responsible for that particular section of the card room. The "direct collection," "chip rack," or "drop box" methods set forth in this section may be used for collection of fees assessed on a period of time;
- (b) **Per-hand fee.** Fees assessed on a per-hand basis shall be placed in a designated area of the table by the player and collected by the dealer before the first round of cards has been dealt. After collection, the dealer shall deposit all chips or coins in the chip rack or drop box, as applicable;
- (c) **Rake.** Fees assessed on the amounts wagered during a game shall be collected by the dealer during play of the hand and placed in a designated area of the table. Once the maximum fee for a hand is accumulated, the dealer shall spread the chips or coins to allow players and the surveillance system the ability

to verify the amount collected. After verification, chips shall be deposited in the dealer's chip rack or drop box, as applicable;

... (e) **Alternative collection of fees.** Licensees may apply to the director for approval of alternate fee collection methods. If approved, the method of collection shall be set forth in the letter granting approval.

Methods of collection.

(3) All fees collected from players shall be maintained and recorded as set forth in WAC 230-40-052. All collections shall be kept separate from all other chips and cash in the card room until recorded in the daily card room records and deposited in the cashier's cage. All chips and cash in the cashier's cage shall be kept separate from all other chips and cash located on the licensed premises at all times card games are conducted. The following methods may be used for control of fees collected for card games:

(a) **Direct collection method** - This collection method may only be used when assessing fees based on a period of time. Fees are collected directly from each player by a licensed card room employee responsible for that particular section of the card room and deposited in the card room cage serving the area of the card room from which collections are made. Collections shall be made at least once per hour, at times designated by the licensee. All fees shall be recorded immediately upon collection, per WAC 230-40-052.

(b) **Chip rack method** - This method is allowed for licensees that are licensed with three or fewer tables. It requires a licensed center dealer, a game lay-out with a designated area for player fees, and a chip rack separated into sections for each type of fee collected. Fees are temporarily stored in the chip rack and controlled by a licensed dealer until collected by the floor supervisor. All chips collected as fees shall be removed from the dealer's chip rack at least every four hours by the licensed card room employee responsible for that particular section of the card room. The removal process shall include the counting of chips and coins in the presence of players and immediately recording the totals on the record prescribed by the commission. The dealer and the supervisor making the removal shall each initial the prescribed record verifying its accuracy.

(c) **Drop box method** - Fees are temporarily stored in a numbered, locked drop box. The drop box method requires a center dealer, a table with a designated area for each type of player fee and/or fees removed from the pot, and a separate drop box for each type of fee. Drop box movement, storage, and counting shall be conducted as prescribed in WAC 230-40-840. The drop box shall be located in a position that is isolated from the pot area and in plain view of all players and the surveillance system.

Card Game Rules for Class B, Class C, Class D, Class E, and Class F Licensees

Operating Commercial Card Games for Class B, Class C, Class D, Class E, and Class F Licensees	3
230-15-049 Defining "Floor Supervisor."	3
230-15-055 Fees for decks of cards.	3
230-15-056 Fees for cutting cards in player-dealt games.	4
230-15-057 Rotating the deal among players.	4
230-15-079 Accepting tips.	5
Additional Rules for Class F Card Games	7
230-15-058 Internal controls	7
230-15-060 Minimum number of licensed employees required.	7
230-15-061 Numbering tables.	8
230-15-065 Transporting drop boxes.	8
230-15-066 Counting procedures for fees.	8
230-15-067 Recording critical activities with a closed circuit television system in Class F card rooms.	10
230-15-068 Identifying critical areas and activities for closed circuit television recording.	11
230-15-069 Camera requirements for closed circuit television recording in Class F card rooms.	11
230-15-070 Analog video recording equipment requirements in Class F card rooms.	12
230-15-071 Digital video recording equipment requirements in Class F card rooms.	13
230-15-072 Using multiplexing and quad recording devices restricted in Class F card games.	14
230-15-073 Required recorded activities in Class F card rooms.	15
230-15-074 Record and report illegal or suspicious activities in Class F card rooms.	15
230-15-075 Labeling and storing video and audio recordings in Class F card rooms.	16
230-15-076 Resolving disputes using cameras in class F card rooms.	16
230-15-077 Employee sign-in log in Class F surveillance rooms.	17
230-15-078 Keeping a surveillance activity log in Class F card rooms.	17
Player Supported Jackpots in Class F Card Rooms	18
230-15-080 Defining "player-supported jackpot."	18
230-15-081 Getting approval for player-supported jackpots.	18
230-15-082 Offering "player-supported jackpot" games.	Error! Bookmark not defined.
230-15-083 Starting a player-supported jackpot.	20
230-15-084 Funding a player-supported jackpot.	20
230-15-085 Naming a "prize fund custodian" for a player-supported jackpot.	19
230-15-086 Administering the player-supported jackpot.	21

230-15-087 Protecting and accounting for player-supported jackpot funds.....	21
230-15-088 House dealer required for a player-supported jackpot.	23
230-15-089 Paying out prizes on a player-supported jackpot.	23
230-15-090 Owners, prize fund custodians, and card room employees participating in player-supported jackpots.	24
230-15-091 Removing a player-supported jackpot from play.	25
230-15-092 Resolving disputes over player-supported jackpots.	26
230-15-093 Installing closed circuit television system for player-supported jackpots.	27

Operating Commercial Card Games for Class B, Class C, Class D, Class E, and Class F Licensees

230-15-049 Defining "Floor Supervisor."

"Floor supervisor" means a licensed card room employee who directly supervises a limited number of card games and the dealers within a designated area known as the "pit."

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-560 Floor supervisor defined.

A floor supervisor is a licensed card room employee who shall be responsible for directly supervising a limited number of card games and the dealers assigned to those games within a designated area known as the "pit."

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-560, filed 4/14/00, effective 5/15/00.]

Not needed per Admin. In other rules – security is in 016 and accounting is in 035

WAC 230-40-830 Cashier's cage -- Requirements -- House-banking. Cage not required.

(5) Licensees not offering house-banked card games shall not be required to meet the above requirements: Provided, That licensees shall maintain a system for securing and properly accounting for all gaming chips and moneys.

Not needed per Admin; in 009 re posting house rules

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees. Fee schedule.

(5) A schedule setting forth all fees to participate in card games s230-15-053a shall be posted in plain view where it can be seen by the players in the card games;

230-15-055 Fees for decks of cards.

- (1) Licensees may charge a fee to a player asking for a new deck of cards.
- (2) In addition, Class D licensees may charge a fee for every deck supplied to a table.
- (3) The fee must not be greater than the licensee's actual cost for the deck.
- (4) At the time licensees introduce new decks, they must collect the fee in cash directly from the player requesting the deck or the players of the game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-050 Fees for nonhouse-banked card games -- Assessment and collection -- Maximum fees.

New decks of cards - fees.

(6) A person requesting a new deck of cards beyond those regularly furnished by the licensee may be charged a fee not to exceed the actual cost to the licensee for the deck. Class D licensees may charge a fee not to exceed actual cost to the licensee per deck for each deck of playing cards furnished to a table as required by these rules, or as requested by any player at the table. The fee shall be collected in cash directly from the players, or the player requesting the deck, at the time the deck is introduced into the game;

230-15-056 Fees for cutting cards in player-dealt games.

In player-dealt games:

(1) After the shuffle the dealer must offer the cards for a cut. After this initial offer of a cut, the dealer may require that players pay a maximum of one dollar for cutting the cards.

(2) Dealers must:

- (a) Not cut the cards more than twice during each hand or game; and
- (b) Place all the fees for cutting the cards into the pot for that hand or game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-063 Charge for cutting cards.

After the shuffle, the dealer will offer the cards for a cut. Following this initial offer of a cut, the licensee may require that a player pay not more than one dollar for the privilege of cutting the cards, provided that the cards may not be cut more than twice during each hand or game and that any and all such fees be placed into the pot for that hand or game.

[Statutory Authority: RCW 9.46.070 (8) and (11).]

230-15-057 Rotating the deal among players.

(1) If the licensee does not provide a dealer, the deal must pass from player to player.

(2) A player may not deal another game until all of the players at the table have had their turn to deal, though players may voluntarily waive their right to deal any particular game.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-200 Players to compete on equal terms -- Deal to rotate among players.

The deal in any series of nonhouse-banked card games shall be passed from player to player, unless the table incorporates a house dealer as per house rule. No player who deals a game shall deal another game until each other player at the table has dealt a game in his turn: Provided, That any player may voluntarily waive his right to deal any particular game.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-200, filed 4/14/00, effective 5/15/00. Statutory Authority: RCW 9.46.070 (1)-(4), (7), (8),

(11), (12), (14), (20) and 9.46.110 (3), (4). 95-23-109, § 230-40-200, filed 11/22/95, effective 1/1/96. Order 40, § 230-40-200, filed 6/26/75; Order 23, § 230-40-200, filed 9/23/74.]

Rule Summary forthcoming

230-15-079 Accepting tips.

- (1) Licensees may allow any card room employee to accept tips from patrons.
- (2) Card room employees receiving tips must control tips to ensure that:
 - (a) Tips are recorded accurately; and
 - (b) Kept in a tip container separate from all other gambling funds.
- (3) Card room operators must:
 - (a) Establish practices ensuring card room employees make an overt display of tips received, such as tapping the table with the tip before placing it in their tip container; and
 - (b) Determine whether employees retain their tips or pool the tips among employees; and
 - (c) Establish and implement procedures to ensure the amount of tips card room employees receive are accurately recorded in the licensee's records.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-855 Acceptance of tips from patrons for house-banked activities.

Licensees may allow selected employees to accept tips from patrons. If allowed, tips shall be controlled in a manner to ensure they are only received by authorized persons, properly accounted for, and maintained separate from all other gaming funds. The following restrictions and procedures apply:

- (1) No employee directly concerned with management, supervision, accounting, security, or surveillance shall solicit, accept or otherwise share any tip originating from any player or patron: Provided, That cage cashiers shall be allowed to accept tips.
- (2) Each licensee shall establish procedures necessary to ensure that the acceptance of tips by dealers is observed by the floor supervisor and surveillance. Procedures shall include an overt display of tips received, such as tapping the table with the tip prior to placing it in the tip container.
- (3) Tips to the cashier shall be deposited directly into the tip container by the patron. Cashier tip containers shall be located outside the cage enclosure.
- (4) Tips received shall be retained by employees or pooled among employees in such manner as determined by the licensee.
- (5) Licensees shall establish and implement procedures for the proper accounting of tips received by authorized card room employees. The procedures shall be fully documented in the licensee's internal controls and shall describe in detail any methods used to allocate tips. Accounting and recording of tip income shall be in sufficient detail to meet federal income tax requirements.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-855, filed 4/14/00, effective 5/15/00.]

Additional Rules for Class F Card Games

Rule Summary forthcoming

230-15-058 Internal controls .

Class F licensees must establish internal controls that ensure gambling activities are closely controlled and operated fairly.

(1) The internal controls must have, at a minimum:

- (a) Trained personnel; and
- (b) Segregation of duties for all employees involved in the operation; and
- (c) Fee collection and funds safeguarding procedures; and
- (d) Playing card and chip inventory.

(2) Licensees must inform their card room employees of the internal controls related to the employees' respective areas of responsibility.

(3) Operators and all card room employees must follow the internal controls at all times.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-615 Nonhouse-banked card games -- Administrative and accounting control structure -- Organization.

Licensees conducting activities that require a Class F license shall assure that such activities are closely controlled. Class F licensees shall comply with the following additional requirements:

(1) Establish a system of internal administrative and accounting controls that requires, at a minimum, the following:

- (a) Trained personnel;
- (b) Segregation of duties for all employees involved in the operation;
- (c) Fee collection and funds safeguarding procedures;
- (d) Playing card and chip inventory; and
- (e) Security and supervision requirements.

Moved into rule above – 15-058

230-15-060 Minimum number of licensed employees required.

At a minimum, licensees must have:

- (1) One supervisor for every seven tables; and
- (2) One supervisor in each area where card games are played if licensees use separate areas for the games; and
- (3) Two licensed card room employees in the card room at all times player-supported jackpots are in play or licensees are using a rake or alternative methods of collection of fees. One of the employees must be a floor supervisor.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-615 Nonhouse-banked card games -- Administrative and accounting control structure -- Organization.

(2) The licensee shall have adequate licensed employees to assure commission requirements are met. At a minimum, the following employees are required:

(a) At least one supervisor for every five tables shall be required:

Provided, That a single supervisor may supervise up to seven tables, if only seven tables are in operation and the layout was preapproved by commission staff;

(b) A licensee which utilizes two separate areas of a particular gaming establishment shall require at least one supervisor in each area; and

(c) The licensee must have at least two licensed card room employees in the card room at all times player-supported jackpot schemes are in play and/or alternative methods of collection are being utilized. One such employee must be a floor supervisor.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-615, filed 4/14/00, effective 5/15/00.]

230-15-061 Numbering tables.

Class F licensees must permanently number each table.

[Statutory Authority: RCW 9.46.070.]

230-15-065 Transporting drop boxes.

For Class F licensees using drop boxes, a card room employee must transport drop boxes directly to the count area.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-840 Drop boxes -- House-banking -- Drop box collection method.**Transportation to the count room.**

(3) All drop boxes removed from the gaming tables shall be transported directly to the count room and secured by one security department member and one employee of the gaming operation department: Provided, That licensees not required to maintain a count room shall transport drop boxes directly to the count area using the supervisor or the supervisor's designee for the transport: Provided further, That a licensee may utilize the count team members to pull and transport the drop boxes to the count room for the count process, if conducted under the supervision of security when the gaming operation is closed and the card room entrances/exits are locked.

230-15-066 Counting procedures for fees.

When Class F licensees count fees, they must:

- (1) Conduct the count at a specific time that licensees have reported to us; and
- (2) Count all fees at least once every 24 hours; and
- (3) Have at least two card room employees count and record the amount on the count slip for each drop box; and
- (4) Make an entry in the daily card room record for each type of fee collected at each table. Licensees must retain card room control slips for each table with the daily records.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-630 Count procedures -- Class F card rooms.

Class F card rooms must follow certain procedures when conducting a count of fees. The following requirements shall be met:

- (1) The count shall occur at a specific time that has been reported to commission staff;
- (2) All fees shall be counted at least once each operating day;
- (3) The count shall be made by at least two licensed employees of the card room who shall record the amount on the count slip for each drop box;
- (4) The surveillance requirements of WAC 230-40-625 shall be met; and
- (5) An entry shall be made in the daily card room record for each table and each type of fee collected at a table. Count slips for each table shall be retained with the daily records.

[Statutory Authority: RCW 9.46.070. 01-13-091 (Order 403), § 230-40-630, filed 6/19/01, effective 7/20/01.]

WAC 230-40-880 Count room requirements.

- (1) There shall be a room specifically designated for counting the contents of drop boxes, which shall be known as the "count room": Provided, That **licensees not offering house-banked card games** shall not be required to maintain a count room for counting the contents of drop boxes if they have another secure location and they meet all other commission requirements for surveillance and counting procedures.

WAC 230-40-880 Count room requirements.

All card room licensees offering house-banked card games or utilizing drop boxes for the collection of game fees or wagers shall be required to maintain a secured area for the counting of gaming chips, coin, and currency. The following requirements, restrictions, and procedures apply:

- (1) There shall be a room specifically designated for counting the contents of drop boxes, which shall be known as the "count room":...
- (2) The count room shall be a fully enclosed room with only one entry designed and constructed to provide maximum security for the materials housed therein and for the activities conducted therein, to include at a minimum, the following:
 - (a) A door equipped with at least one lock securing the count room door, the key or combination to which shall be maintained and controlled by the security department. If a double locking system is used, the gaming operation department shall maintain a second key;

- (b) The gaming operation department or security department shall establish a sign-out procedure for all keys removed from the security department; and
 - (c) An alarm device connected to the entrance of the count room in such a manner as to cause a signaling to the surveillance employees of the closed circuit television system whenever the door to the count room is opened.
- (3) The following shall be located within the count room:
- (a) A table constructed of clear glass or similar material with a base that does not obstruct viewing for the emptying, counting, and recording of the contents of the drop boxes which shall be known as the "count";
 - (b) Closed circuit television cameras and microphones that are capable of, but not limited to, the following:
 - (i) Effective and detailed video and audio monitoring of the entire count process; and
 - (ii) Effective, detailed video-monitoring of the count room and all contents, including storage cabinets or trolleys used to store drop boxes.
 - (c) The licensee shall post a sign within the count room or at the entrance disclosing that audio recordings within the count room are being conducted at all times.
- 4) A count room sign-in log shall be maintained by the licensee as prescribed by the commission.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-880, filed 4/14/00, effective 5/15/00.]

230-15-067 Recording critical activities with a closed circuit television system in Class F card rooms.

- (1) Licensees must closely monitor critical activities related to the operation of a player-supported jackpot (PSJ) and assessment of fees based on amounts wagered (rake method) using a closed circuit television (CCTV) system. Licensees must record using analog or digital recording equipment.
- (2) If licensees are conducting both Class F and house-banked activities, licensees must meet the surveillance requirements for house-banked card rooms set forth in WAC 230-15-XXX.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.

Critical activities related to the operation of a player-supported jackpot (PSJ) and assessment of fees based on amounts wagered (rake method) shall be closely monitored by the use of a closed circuit television (CCTV) system and recorded using analog and/or digital recording equipment. If a licensee is conducting both Class F and house-banked activities, the licensee shall be required to meet the surveillance requirements set forth in WAC 230-40-825.

230-15-068 Identifying critical areas and activities for closed circuit television recording.

Each Class F licensee must install and maintain a closed circuit television (CCTV) system that views:

- (1) All gambling at each table including, but not limited to, the
 - (a) Cards; and
 - (b) Wagers; and
 - (c) Chip tray; and
 - (d) Drop box openings; and
 - (e) Table number; and
 - (f) Players; and
 - (g) Dealers.
- (2) Transporting of drop boxes; and
- (3) The count as it is being conducted.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.

Each Class F card room licensee shall install and maintain a CCTV system that meets the following requirements:

- (1) The following areas are required to be viewed by the CCTV system:
 - (a) All gaming at each table including, but not limited to, the:
 - (i) Cards;
 - (ii) Wagers;
 - (iii) Chip tray;
 - (iv) Drop box openings; and
 - (v) Players and dealers.
 - (b) All activity in the count room or count area including, but not limited to, the:
 - (i) Count table;
 - (ii) Floor;
 - (iii) Drop boxes; and
 - (iv) Drop box storage shelves/cabinets.

230-15-069 Camera requirements for closed circuit television recording in Class F card rooms.

- (1) The closed circuit television system must consist of light sensitive cameras able to show card and chip values. Each video camera must be capable of having the images displayed on a video monitor and recorded.
- (2) Licensees must:
 - (a) Install cameras to prevent customers or employees from obstructing, tampering with, or disabling the cameras; and
 - (b) Place pan, tilt, zoom (PTZ) cameras behind a smoked dome, one-way mirror, or similar materials that conceal the camera from view.
- (3) Licensees must have, at least:

- (a) One fixed camera viewing each gambling table, covering the entire layout; and
- (b) One fixed camera viewing the dealer area, covering the chip rack, all drop box openings, and the community card area; and
- (c) A sufficient number of fixed cameras and/or PTZ to monitor players and dealers at each gambling table. The PTZ cameras must be:
 - (i). Permanently programmed; and
 - (ii). Capable of viewing each patron and dealer at each gambling position at least once every five minutes; and
- (d) A sufficient number of fixed cameras and/or PTZ cameras in the count area; and
- (e) Fixed cameras and/or PTZ cameras in any other location we deem necessary.

[Statutory Authority: RCW 9.46.070.]

**WAC 230-40-625 Closed circuit television system--Class F card rooms.
Camera requirements.**

(2) The CCTV system shall consist of light sensitive cameras that have the ability to determine card and chip values at each gaming table. Each video camera shall be capable of having its images displayed on a video monitor and recorded. Cameras shall be installed in a manner that will prevent them from being readily obstructed, tampered with, or disabled by patrons or employees. Installed cameras shall cover the areas required by this rule and shall include, at a minimum, the following:

- (a) At least one fixed camera focused over each gaming table covering the entire layout;
- (b) At least one fixed camera focused over the dealer area covering the chip rack, all drop box openings, and the community card area;
- (c) At least one fixed or pan, tilt, and zoom (PTZ) camera permanently programmed for the purposes of monitoring players and dealers at each gaming table. This camera must be capable of viewing each patron and dealer at each gaming position at least once every five minutes;
- (d) A sufficient number of fixed and/or PTZ cameras in the cage only if the count process is conducted there;
- (e) A sufficient number of fixed and/or PTZ cameras in the count area; and
- (f) Any other location as deemed necessary by commission staff.

230-15-070 Using analog video recording equipment in Class F card games.

Class F licensees using analog video recording equipment with video cassette recorders must:

- (1) Record images at a rate of at least twenty frames per second on standard VHS format; and
- (2) Reflect accurately the time and date of the video recording. Licensees using multiple time and date generators must synchronize them to the same time and date.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.

Camera requirements.

Video recording equipment requirements.

(3) Video recording equipment shall meet the following requirements:

(a) **Analog recording**, including audio recording where required, using a video cassette recorder, shall comply with the following requirements:

(i) Images shall be recorded at a rate of not less than twenty frames per second on standard VHS format; and

(ii) Recorded images shall accurately reflect the time and date of the video recording. If multiple time and date generators are used, they shall be synchronized to the same time and date; or

230-15-071 Using digital video recording equipment in Class F card rooms.

If Class F licensees use digital video recording equipment, the equipment must:

- (1) Record all images on a hard drive; and
- (2) Lock so that access to the erase and reformat functions and system data files is restricted to persons authorized in the internal controls; and
- (3) Record images at a minimum resolution of 320 x 240 and display during playback at a minimum resolution of 640 x 480; and
- (4) Provide uninterrupted recording during playback or copying. Licensees may use motion-activated recording; and
- (5) Store at a rate of not less than twenty-five images per second; and
- (6) Store images in a format that:
 - (a) Is readable by our computer equipment; and
 - (b) Can be verified by us; and
- (7) Copy original images while maintaining the original native format; and
- (8) Include on the recorded images the accurate time and date the video was originally recorded; and
- (9) Be equipped with an uninterruptible power source to allow a proper system shutdown.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.

Camera requirements.

(3) (b) **Digital recording**, including audio recording where required, using a ~~hard drive~~ digital storage system, shall comply with the following requirements:

(i) All images shall be recorded on a hard drive;

(ii) Recording systems shall be locked ~~by the manufacturer to disable so that access to the erase and reformat functions to prevent access to, and~~ system data files is restricted to persons authorized in the internal controls;

(iii) The system must provide uninterrupted recording of surveillance, ~~this shall include during playback or copying:~~ Provided, That motion-activated recording may be used;

- (iv) Recording systems shall be capable of copying original images maintaining the original native format;
- (v) Images shall be stored at a rate of not less than twenty-five images per second;
- (vi) ~~Resolution shall be~~ Images shall be recorded at a minimum resolution of 320 x 240 and displayed during playback at a minimum resolution of 640 x 480 or higher;
- (vii) Images shall be stored in a format that is readable by commission computer equipment;
- (viii) Images shall be stored in a format that ~~contains a method to verify the authenticity of the original recording and copies~~ can be verified and authenticated by commission staff;
- (ix) Recorded images shall include the accurate time and date the video was originally recorded;
- (x) Previously recorded material may be overwritten after seven continuous days of gaming; and
- (xi) Recording systems shall be equipped with an uninterruptible power source to allow a proper system shutdown.

230-15-072 Using multiplex and quad recording devices in Class F card games.

- (1) Class F licensees must not use multiplex and/or quad recording devices on required surveillance cameras, except that licensees may use:
 - (a) Multiplex and/or quad recording devices on entrances and exits; and
 - (b) Quad recording devices to record the movement of drop boxes between tables and the count area.
- (2) "Multiplex recording" means combining multiple video inputs into a single signal by cycling through the separate video inputs with the view rotating among different cameras in a predetermined order, recording each video input sequentially in the cycle. Multiplex recording does not provide continuous recording of each video input because the amount of time lapse in the cycle depends on the number of video inputs.
- (3) "Quad recording" means four separate video inputs that record continuously and combine into a single signal displayed on one monitor with a view of each video input.

[Statutory Authority: RCW 9.46.070.]

**WAC 230-40-625 Closed circuit television system--Class F card rooms.
Camera requirements.**

~~Use of~~ Multiplexing and quad recording devices.

- (4) ~~Multiplexing/ and quad recording devices may only not be used for external required surveillance , movement of drop boxes between tables and the count room, and on entrances and exits:~~
~~Provided, That split screen devices may be utilized for areas not required to have surveillance coverage.~~

(a) **Multiplex recording** means combining multiple video inputs into a single signal by quickly cycling through the separate video inputs (i.e., the view rotates among different cameras) in a predetermined order, recording each video input sequentially in the cycle. Multiplex recording does not provide continuous recording of each video input and the amount of time lapse is dependant upon the number of video inputs in the sequence.

Camera requirements.

(b) **Quad recording** means four separate video inputs which are continuously recorded and combined into a single signal displayed on one monitor with a view of each video input.

230-15-073 Recording activities in Class F card games.

Class F licensees must record video signals from all required cameras when:

- (1) Operating gambling tables; or
- (2) Storing drop boxes or chip trays on the gambling tables; or
- (3) Transporting drop boxes; or
- (4) Counting drop box contents.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.

Camera requirements.

Activities to be recorded.

(6) Video signals from all cameras shall be recorded when:

- (a) Gaming tables are in operation;
- (b) Drop boxes or chip trays are stored on the gaming tables;
- (c) Drop boxes are being transported; or
- (d) Drop box contents are being counted.

230-15-074 Reporting illegal or suspicious activities in Class F card rooms.

(1) Class F licensees must report illegal or suspicious activities on their licensed premises to us.

(2) Licensees must:

- (a) Make a copy of the entire recorded sequence of the activity; and
- (b) Give the original recording to us or other law enforcement when requested; and
- (c) Keep the copy for at least thirty days.

[Statutory Authority: RCW 9.46.070 and RCW 9.46.153.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.

Recording of illegal or suspicious activities.

(5) Illegal or suspicious activities within the monitored portion of the licensed premises shall be reported to commission staff, pursuant to WAC 230-40-815 (3)(a)(v) through (vi). Additionally, licensees shall ensure two copies of the entire recorded image sequence are made reflecting the questioned activity. One copy

shall be provided to commission staff or other law enforcement representatives upon demand and the other copy maintained by the licensee for a period of thirty days.

230-15-075 Retaining video and audio recordings in Class F card games.

- (1) Class F licensees must label video and audio recordings to identify the activities recorded.
- (2) Licensees must keep
 - (a) All recordings for at least seven gambling days; and
 - (b) Recordings documenting jackpot payouts over five hundred dollars for at least thirty days; and
 - (c) Recordings of evidentiary value for as long as we request.
- (3) We may increase these retention requirements by notifying licensees.

[Statutory Authority: RCW 9.46.070.]

**WAC 230-40-625 Closed circuit television system--Class F card rooms.
Camera requirements.****Labeling and storing video and audio recordings.**

- (9) Video and audio recordings shall be marked to denote the activity recorded and retained for a period necessary to afford commission staff or law enforcement personnel reasonable access. The following minimum retention periods apply to recordings:
 - (a) Recordings shall be retained for a minimum of seven complete gaming days.
 - (b) Recordings of evidentiary value shall be maintained as requested by commission staff; and
 - (c) Tapes documenting jackpot payouts of five hundred dollars or more shall be retained for at least thirty days; and
 - (d) Commission staff may increase any of the retention requirements noted in this section by notifying the licensee.

230-15-076 Resolving disputes using video recordings in class F card games.

If there is not sufficient clarity in the video recording to resolve a dispute, we will resolve the dispute in favor of the player unless the Class F licensee can prove to us that the actions taken were warranted.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.**Dispute resolution.**

- (10) In the event there is not sufficient clarity due to violations of the above requirements, the burden will be on the licensee to prove any action taken was warranted. Otherwise, all disputes shall be resolved in favor of the player:

Provided, That a review by commission staff may be requested if the licensee feels circumstances warrant, for example, cheating has occurred.

230-15-077 Employee sign-in log in Class F surveillance rooms.

Class F licensees must keep a surveillance room sign-in log to document when someone enters and leaves the surveillance room. Licensees must make the surveillance sign-in log available us or law enforcement when requested.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.

Camera requirements.

Employee sign-in log.

(8) A surveillance room sign-in log shall be maintained to document the time each surveillance employee monitors the card room. The surveillance sign-in log shall be available for inspection at any time by commission staff or law enforcement personnel.

230-15-078 Keeping a surveillance activities log in Class F card games.

Class F licensees must keep a log of surveillance activities in the format we prescribe.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-625 Closed circuit television system--Class F card rooms.

Camera requirements.

Surveillance activity log.

(7) The licensee shall maintain a record of all surveillance activities in the surveillance room. A surveillance log shall be maintained by surveillance personnel and shall include, at a minimum, the following:

- (a) Date and time of surveillance;
 - (b) Person initiating surveillance;
 - (c) Time of termination of surveillance;
 - (d) Summary of the results of the surveillance; and
 - (e) A record of any equipment or camera malfunctions.
-

Player Supported Jackpots

230-15-080 Defining "player-supported jackpot."

"Player-supported jackpot (PSJ)" means a separate contest of chance directly related to the play or outcome of an authorized nonhouse-banked card game. In PSJs, licensees collect a portion of players' wagers for a separate prize. Licensees act only as the custodian of the player-supported jackpot (PSJ) funds, including any interest earned on this money, and maintain no legal right to the funds; therefore, licensees must strictly account for all funds.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-610 Player-supported jackpots — Restrictions — Manner of conducting — Approval.

A player-supported jackpot (PSJ) is a separate contest of chance directly related to the play and/or outcome of authorized nonhouse-banked card games but which is not the card game itself. Card rooms with a Class F or house-banked license may establish a prize fund for the purpose of operating a PSJ for nonhouse-banked card games. Any PSJ must be approved in writing by the director or the director's designee prior to play.

230-15-081 Getting approval for player-supported jackpots.

- (1) Licensees must not operate a player-supported jackpot (PSJ) before we approve it.
- (2) To get a PSJ approved, licensees must make a written request and include at least the following:
 - (a) A detailed description of the card game associated with the PSJ; and
 - (b) All rules of play; and
 - (c) All internal control procedures associated with the PSJ and accounting for funds and prizes; and
 - (d) The name of the prize fund custodian.
- (3) Licensees must get our approval before making any changes to the PSJ or internal controls.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-600 Authorization procedures for player-supported jackpots.

Player-supported jackpots (PSJs) shall be tightly controlled and shall not be operated prior to approval by the director or the director's designee. The following procedures apply to approval of PSJs:

- (1) The request shall be in writing and include at least the following:
 - (a) A detailed description of the game;
 - (b) All internal control procedures associated with controlling the game and accounting for fees and prizes;
 - (c) All rules of play; and
 - (d) The name of the prize fund custodian.

(2) Any changes to the approved game or applicable internal controls must be forwarded to the commission staff for review and approval prior to implementation.

[Statutory Authority: RCW 9.46.070. 00-09-052 (Order 383), § 230-40-600, filed 4/14/00, effective 5/15/00.]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.

player-supported jackpot (PSJ) is a separate contest of chance directly related to the play and/or outcome of authorized nonhouse-banked card games but which is not the card game itself. Card rooms with a Class F or house-banked license may establish a prize fund for the purpose of operating a PSJ for nonhouse-banked card games. Any PSJ must be approved in writing by the director or the director's designee prior to play.

230-15-085 Naming a prize fund custodian for a player-supported jackpot.

(1) Licensees must name at least one prize fund custodian who is responsible for safeguarding, accounting for, and disbursing funds to player-supported jackpot (PSJ) winners. A prize fund custodian may be an owner, partner, officer, or licensed individual named by the licensee.

(2) The custodian must have signature authority for prize fund bank accounts.

(3) If the custodian is not present when a jackpot is won, licensees must follow their internal controls for disbursing PSJ funds.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.

Prize fund custodian.

(4) Each licensee shall designate at least one "prize fund custodian" who shall be responsible for safeguarding and disbursing funds to winners. A prize fund custodian may be an owner, partner, officer, or licensed individual designated by a card room owner, partner, or officer. The custodian shall have signature authority for prize fund bank accounts and ensure accountability of all funds collected for use in a PSJ. The licensee shall meet the deposit requirements of WAC 230-40-608.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

230-15-083 Starting a player-supported jackpot.

Licensees may:

- (1) Provide seed money from house funds to start a player-supported jackpot (PSJ). Licensees must issue a check for the seed money to the PSJ account to start the prize fund; and
- (2) Provide house funds for a PSJ only once. Seed money must not be greater than five thousand dollars; and
- (3) Recover seed money by having the custodian issue a check or make an electronic bank transfer from the PSJ account to the licensee's business account.

[Statutory Authority: RCW 9.46.070.]

**WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.
Funding a PSJ.**

A PSJ must meet the following requirements:

- (1) A licensee may provide house funds to establish a PSJ. The licensee shall issue a check from the general business account into the PSJ account to start the prize fund. Recouping of start up funds shall be done by issuing a check from the PSJ account to the business general account. Electronic bank transfers shall satisfy this requirement. Start up funds shall not exceed five thousand dollars per PSJ.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

230-15-084 Collecting funds for a player-supported jackpot.

Licensees must collect no more than two dollars per hand or game for each player supported jackpot. Licensees must collect these funds separately using the rake method.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.**Using a rake to fund a PSJ.**

- (2) A licensee may assess a portion of players' wagers for a jackpot prize. Such amount shall not exceed one dollar per hand or game for each PSJ. This assessment shall be separately collected using the rake method.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070.

04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

Moved 84a to general 15-009.

230-15-086 Collecting an administrative fee on the player-supported jackpot.

Licensees may collect an administrative fee of up to ten percent on the amount collected for a PSJ. Licensees must deduct no other expenses from the PSJ account.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.

PSJ funds are player funds - exception from administrative fee.

(3) The licensee acts only as the custodian of the PSJ funds, including any interest earned on this money, and maintains no legal right to the funds. All PSJ funds shall be awarded as prizes, based upon a format approved by commission staff. An administrative fee not to exceed ten percent of the amount collected for a PSJ may be imposed by the licensee. This administrative fee includes all expenses incurred by the licensee, including banking fees. No other expenses beyond the ten percent administrative fee shall be deducted from the PSJ account.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

230-15-087 Accounting for player-supported jackpot funds.

Licensees must:

- (1) Maintain a separate bank account in a Washington state bank, mutual savings bank or credit union for holding player-supported jackpot (PSJ) funds; and
- (2) Deposit only funds from PSJs into the account; and
- (3) Not make pay outs from the funds of any PSJ until licensees have first deposited the funds in the PSJ account. However, licensees may pay out prizes won during the operating day and deduct administrative expenses before licensees depositing; and

- (4) Deposit the receipts from PSJs which licensees are holding for payout in their PSJ account within two banking days of the date of collection, or deposit the funds to an armored car service within two banking days; and
- (5) Identify specifically all deposits of PSJ funds by type of fund and date of collection. Licensees must keep the validated deposit receipt as a part of their required daily records; and
- (6) Transfer the amount from the PSJ account to the cage or general account before the end of the month if they pay PSJ prizes from the cage or general account. The licensee must keep the transfer information in writing. Licensees must keep the written documentation as part of their records; and
- (7) Compare, at the end of the month, the account balance in their bank statement to the player supported jackpot prize balances in their records. The licensee must resolve differences and document the comparison and the differences in writing. Licensees must keep the written documentation as part of their records.

[Statutory Authority: RCW 9.46.070 (8), (11), (14), and (20).]

WAC 230-40-608 Deposit requirements -- Player-supported jackpot funds.

Each licensee authorized to conduct player-supported jackpots (PSJs) shall protect and ensure proper accountability of all funds collected from players. Funds shall be controlled as follows:

- (1) Each licensee shall maintain a bank account for holding PSJ funds. The account shall be kept separate from all other accounts of the entity and be maintained in a recognized Washington state depository for purposes of depositing PSJ funds.
- (2) Only receipts from PSJs shall be deposited into the account.
- (3) No expenditures shall be made from the receipts of any PSJ until such receipts have first been deposited in the PSJ: Provided, That licensees may pay out prizes won during the operating day and deduct administrative expenses prior to deposit.
- (4) Receipts from the operation of PSJs, which are being held pending disbursement, shall be deposited in the licensee's PSJ account within two banking days of the date of collection: Provided, That funds deposited within two days to an armored car service shall meet this requirement.
- (5) All deposits of PSJ funds shall be specifically identified by type of fund and dates of collection. The validated deposit receipt shall be kept as a part of the records required by WAC 230-40-052.
- (6) At the end of each month, the account balance per the bank statement shall be reconciled to the PSJ fund balances. The reconciliation shall be kept as a part of the records required by WAC 230-40-052.

[Statutory Authority: RCW 9.46.070. 01-13-091 (Order 403), amended and recodified as § 230-40-608, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-12-072, filed 4/14/00, effective 5/15/00.]

230-15-088 House dealer required for a player-supported jackpot.

No one playing in the player-supported jackpot (PSJ) game may deal. Licensees must use a house dealer for all card games offering a PSJ.

[Statutory Authority: RCW 9.46.070]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.**House dealer required.**

(8) All card games offering a PSJ must utilize a house dealer.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

230-15-089 Paying out prizes on a player-supported jackpot.

- (1) Licensees must award all player-supported jackpot (PSJ) funds as prizes; and
- (2) Prizes awarded in cash must not exceed two thousand five hundred dollars; and
- (3) Prizes not awarded in cash must pay be paid within twenty-four hours with a check which provides a duplicate copy; and
- (4) Licensees must maintain a record of all prizes paid in the format we prescribe; and
- (5) When a player wins a prize of five hundred dollars or more, in view of the surveillance camera, the dealer must:
 - (a) Display the value and suit of each card in the winning hand; and
 - (b) Count and put in numerical order by suit the remaining cards in the deck to confirm a complete deck; and
- (6) Licensees must collect the hand and seal it with the prize record. Licensees must keep the winning hand and remaining deck on the premises as part of daily card room records for a period of seven days.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.**Payout of prizes.**

(5) Prize amounts paid in cash shall not exceed two thousand five hundred dollars. Prize amounts not awarded in cash shall be paid within twenty-four hours, by check, the type which provides a duplicate copy. A record of all prizes paid shall be maintained in the format prescribed by commission staff and shall include:

- (a) For prizes less than one hundred dollars, a system of accounting denoting each individual prize may be utilized.
- (b) For prizes one hundred dollars and above, the following information shall be recorded on a prize record:
 - (i) Full printed name;
 - (ii) Date of birth;
 - (iii) Street address;
 - (iv) Type of identification reviewed;
 - (v) Amount of the prize awarded;
 - (vi) Description of the winning hand;
 - (vii) Time and date awarded; and
 - (viii) The supervisor's and dealer's initials.
- (c) When awarding a prize of five hundred dollars or more, the dealer must, in view of the surveillance camera, display the value and suit of each card in the winning hand, and the remaining cards in the deck must be counted and put in numerical order by suit to confirm a complete deck. The hand shall be collected and sealed with the prize record. The winning hand and remaining deck shall be maintained on the premises as part of daily card room records for a period of seven days, unless released by a commission agent.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

230-15-090 Owners, prize fund custodians, and card room employees participating in player-supported jackpots.

- (1) Owners, prize fund custodians, and on-duty card room employees may participate in card games that offer a player-supported jackpot (PSJ), but must not share in the winnings of any prize awarded.
- (2) Licensees must divide any prize winnings an owner or on-duty employee may be entitled to under game rules equally among the other players at the table.
- (3) Owners and on-duty card room employees must turn their cards face up at the end of each game so that other players at the table and surveillance may observe their cards if
 - (a) They are playing in a game with a PSJ; and
 - (b) The prize is not based upon a predetermined hand; and
 - (c) There is a qualifying hand at the end of a game, such as a "bad beat" hand.
- (4) Off-duty employees may participate in card games that offer a PSJ and share in the prize winnings.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-610 Player-supported jackpots – Restrictions – Manner of conducting – Approval.**Owners and employees competing for a PSJ.**

(6) Owners, custodians and on-duty card room employees may participate in card games that offer a PSJ, but may not share in the winnings of any prize awarded. Any prize winnings an owner or on-duty employee may be entitled to under game rules, must be divided equally among the other players at the table: Provided, That off-duty employees may participate in card games that offer a PSJ and share in the prize winnings.

Owners and employees showing cards.

(7) Owners and on-duty card room employees must turn their cards face up at the end of each game so they may be observed by other players at the table and surveillance if:

- (a) Playing in a game with a PSJ;
- (b) The prize is not based upon a predetermined hand; and Administrative Orders for Chapter 230-40 WAC 2
- (c) There is a qualifying hand at the end of a game (such as a "bad beat" hand).

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

230-15-091 Removing a player-supported jackpot from play.

(1) Licensees must conspicuously post a sign stating how they will distribute player supported jackpot (PSJ) money in the event they discontinue the PSJ or their business closes. Licensees must post the sign at the start of the PSJ.

(2) If licensees discontinue a PSJ, licensees must distribute the balance, less any money licensees used initially to fund the jackpot, to players within sixty days of discontinuing the PSJ. Licensees must make the distribution by offering an approved promotion or card tournament of the same game which the players originally built up the PSJ.

(3) If licensees cease to operate a card room or fail to maintain a valid card room license, licensees immediately must distribute all funds associated with the PSJ to the Washington State Council on Problem Gambling.

(4) If taxing authorities seize a PSJ account, the licensee must immediately stop offering the jackpot and collecting additional funds for the jackpot until all funds have been replaced in the bank account.

[Statutory Authority: RCW 9.46.070 (11), (14), and (20).]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.**Removing a PSJ from play.**

(10) The following procedures shall be followed for all discontinued player-supported jackpots:

Discontinued.

(a) In the event a licensee elects to discontinue a PSJ, the balance, less any nonrecouped seed money, shall be distributed to players within sixty days of discontinuance by offering an approved promotion or card tournament of the same game under which the PSJ was originally accrued.

Closure of business.

(b) In the event a licensee ceases to operate a card room, or fails to maintain a valid card room license, all funds associated with the PSJ shall be distributed to the Washington state council on problem gambling.

Posting rules.

(c) The licensee shall conspicuously post a sign stating how PSJ money will be distributed in the event the PSJ is discontinued or the business closes. The sign must be posted at the inception of the PSJ.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

230-15-092 Resolving disputes over player-supported jackpots.

(1) If a dispute arises involving the outcome of a player supported jackpot (PSJ), licensees must preserve the video recording, the winning hand and remaining deck, and all records for the game where the dispute occurred and must notify us within twenty-four hours. Licensees must document all information about the dispute, including

- (a) The names, addresses, and phone numbers of all players, card room staff, and any witnesses involved;
- (b) Amount of the advertised PSJ; and
- (c) A full description of the circumstances surrounding the dispute.

(2) We investigate all disputes involving a PSJ and issue a written decision which is final.

(3) During the course of dispute resolution, we may become the temporary custodian of any prize funds. Licensees must suspend that amount of the PSJ which is in question until the dispute is resolved.

[Statutory Authority: RCW 9.46.070.]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.**Dispute resolution.**

(12) If a dispute arises involving the outcome of a PSJ, the licensee shall preserve the video recording, the winning hand and remaining deck, and all records for the game where the dispute occurred and shall notify commission staff within twenty-four hours. The licensee shall document all information pertaining to the dispute including:

(a) The names, addresses, and phone numbers of all players, card room staff, and any witnesses involved;

(b) Amount of the advertised PSJ; and

(c) A full description of the circumstances surrounding the dispute.

(13) All disputes involving a PSJ will be investigated by commission staff, with a report submitted to the director. A written decision will be issued by the director, or the director's designee, and such decision shall be final.

(14) During the course of dispute resolution, the commission may become the temporary custodian of any and all prize funds. The PSJ will be suspended until the dispute is resolved.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

230-15-093 Installing closed circuit television system for player-supported jackpots.

(1) Licensees offering a PSJ must install a closed circuit television system for surveillance requirements explained in WAC 230-15-067 (old 625).

(2) If licensees operate any house-banked card games, licensees must follow the surveillance requirements explained in WAC 230-15-XXX (old 825) for all tables in the card room, including those offering a PSJ.

[Statutory Authority: RCW 9.46.070 (11), (14), and (20).]

WAC 230-40-610 Player-supported jackpots -- Restrictions -- Manner of conducting -- Approval.**Security requirements.**

(9) Each gaming table offering a PSJ shall be required to install a closed circuit television system as outlined in WAC 230-40-625: Provided, That licensees operating any house-banked card games shall follow the security requirements set forth in WAC 230-40-825 for all tables in the card room, including those offering a PSJ.

[Statutory Authority: RCW 9.46.070 and 9.46.0282. 05-23-129 (Order 452), § 230-40-610, filed 11/21/05, effective 1/1/06. Statutory Authority: RCW 9.46.070. 04-24-038 (Order 439), § 230-40-610, filed 11/24/04, effective 1/1/05; 02-17-033 (Order 414), § 230-40-610, filed 8/13/02, effective 1/1/03; 01-13-091 (Order 403), § 230-40-610, filed 6/19/01, effective 7/20/01; 00-09-052 (Order 383), § 230-40-610, filed 4/14/00, effective 5/15/00.]

Rule Simplification Project Progress Report

Rewrite Date	Chapter	Location in RSP Process	Planned Commission Appearance	Number of words reduced
February 2006	Chapter 03 Permitting and Licensing and Chapter 05 Fees	Passed in March	January, February, March	Rules from Ch 04, 08, 12 25,786 <u>-9352</u> 16,434
March 2006	Chapter 06 Rules for All Licensees	Passed in June	February, March, April	Rules from Ch 08, 12 14,397 <u>-3467</u> 10,930
April 2006	Chapter 11 Raffle Rules	Filed for discussion at June meeting	June, July, August	Rules from Ch 20 4889 <u>-3335</u> 1554
May 2006	Chapter 09 Fund-Raising Event Rules	Up for filing at July Commission Meeting	July, August, September <u>moved into Ch 15's place</u>	Rules from Ch 04, 08, 12 7601 <u>-4269</u> 3332
March 2006	Ch 15 Card Room Rules	Small group and Admin meetings continue due to volume and technical difficulty	<u>Pushed back to</u> September, October, November	Rules from Ch 40 27,348 <u>-*23,011</u> *4307
April 2006	Ch 18 Promotional Contests of Chance	RAT proofreading; due to file at August Commission Meeting	October, November, January August, September, October (Ahead of schedule)	Ch 46 967 <u>-510</u> 457

* Marks rules still being simplified and therefore may be a lower total

Rule Simplification Project Progress Report

April 2006	Ch 07 Charitable and Nonprofit Organization Rules	Small group meeting 7/20/06; expect to file at October Commission Meeting	October 2006, November 2006, January 2007 (Ahead of schedule)	Ch 08, 12, 20 9704 <u>-*8076</u> *1628
July 2006	Ch 10 Bingo Rules	Rewriting begun*	November 2006, January 2007, February 2007 (Ahead of schedule)	
August 2006	Ch 17 Hearing Rules		February 2007, March 2007, April 2007	
	Ch 13 Amusement Game Rules		March 07, April 07, May 07	
	Ch 14 Punch Board and Pull-Tab Rules		April 07, May 07, June 07	
	Ch 16 Manufacturers, Distributors, and Gambling Service Suppliers		May 07, June 07, August 07	
	Ch 01 About the Commission		June 07, August 07, September 07	
	Repealers and Printing Business		August 07, September 07, October 07	
January 1, 2008 All new rules become effective				

* Marks rules still being simplified and therefore may be a lower total